

Psychokinetic Powers

Kinetic Powers move objects across space using only the energy of a character's mind.

Psychokineticists are battlefield psionics who are actively sought out as military auxiliaries. They can be found serving as elite guards for noble houses or merchant dynasties, assisting templar patrols, or as the heavy artillery for savage desert raiders. A powerful psychokineticist is almost as good as a wizard for creating mayhem in a fight.

In Athasian society, psychokineticists are recognized for their firepower. Like the seer, the psychokineticist will never lack for work. However, they rarely are used as advisors or leaders; instead, they are expected to use their talents to destroy the enemies of their employers.

Most noble estates or merchant dynasties have a psychokineticist among their guards. Many nomadic tribes also possess one or more psychokineticists among their number—the potent combat abilities of the psychokineticist can often spell the difference between life and death in the desert wastes.

In the terrifying sea of silt, the psychokineticist is used as the very engine that propels the ship and keeps it afloat. Such psychokineticists are called "Shipfloaters." They also serve to protect the ship and crew from the monsters that also travel the silt.

A psychokineticist can be a great addition to an adventuring party. Much like a wizard, he commands formidable offensive and good defensive abilities. A psychokineticist in a low-level party can literally blow away the opposition.

Sciences

Create Object

(Psychokinetic Science 1)

MAC:	6
PSP Cost:	7/r
Range:	20 yards
Area of Effect:	Special
Prerequisite:	Alter Matter

This power allows a user to assemble matter from air, dust, and the surrounding area to create a solid object. Only materials within 20 yards of the user can be used in the construction. The object remains in existence for every

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round that the user continues to pay the PSP cost during the round that the PSP cost isn't paid, the object breaks apart. An object created with this power can have any shape, color, and texture the user desires, provided it fulfills at least one of these conditions:

- Fits within a sphere no more than 4 feet in diameter.
- Fits within a cylinder no more than 20 feet high and 1 foot in diameter.
- Fits within a cylinder no more than 2 feet high and 6 feet in diameter.
- Weighs no more than 10 pounds.

Fumble—The psionicist fails the attempt, but feels compelled to try again immediately, regardless of exterior circumstances, with a -4 penalty. The psionicist will try again and again until he succeeds, runs out of PSPs (including any available via receptacle), or loses consciousness.

Detonate

(Psychokinetic Science 2)

MAC:	5
PSP Cost:	15
Range:	60 yards
Area of Effect:	1 item, 8 cubic feet
Prerequisite:	Telekinesis, molecular agitation

With this power, the user harnesses, focuses, and explosively releases the latent psionic energy inside non-sentient (0 Intelligence) plants and inanimate objects. The power also works against animated undead (skeletons and zombies), but doesn't affect incorporeal undead. It can't be used against animals, intelligent creatures, or free-willed undead.

The explosion causes destructive damage to the target, based on the MTHAC0 roll. If the roll is equal to the power's MAC, 10% of the target area is destroyed. For every number rolled above the MAC, an additional 10% is destroyed, up to a total of 8 cubic feet of material (by a single power use).

Monsters such as skeletons and golems targeted by the detonate power take damage based on the percentage of their mass that was destroyed, losing an equal percentage of hit points. Magically animated material, like golems, can make a saving throw vs. spell to resist detonation.

Weapons and armor that have been detonated receive penalties of -1 to attack rolls and AC values for each 10% destroyed. Magical items make a saving throw vs. disintegration to resist detonation. Vulnerable objects or living things within 10 feet of the target suffer 1d10 points of damage from the resulting explosion. A save vs. breath weapon reduces damage to half.

If used against an opponent's weapons or armor, it is reasonable to assign combat penalties to partially destroyed equipment. A -1 to attack rolls or Armor Class for each 10% destroyed is appropriate. If the item targeted by the psionicist is magical, it gains a saving throw versus

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disintegration to resist the detonation effect.

Monsters composed of magically animated material, such as golems, are allowed a saving throw versus spells to resist being detonated. If they fail, they lose a percentage of their hit points equal to the percentage of their mass that was destroyed by the attack. Creatures that don't get a saving throw (zombies, skeletons, and plant monsters, for example) against this attack take damage in the same way.

Fumble—The psionicist detonates an item on his person.

Disintegrate

(Psychokinetic Science 3)

MAC:	5
PSP Cost:	30
Range:	30 yards
Preparation Time:	1 round
Area of Effect:	one item, 8 cubic. ft.
Prerequisites:	Alter Matter, Burn

The disintegrate science reduces an item or creature to microscopic pieces and scatters them. Anything is vulnerable unless it is protected by magical shielding such as a minor or regular globe of invulnerability or by an inertial barrier. The psionicist chooses his target, but he can disintegrate no more than 8 cubic feet of material with one use of this power.

If the target is an inanimate object, it must save vs. disintegration; success means it is unaffected. If the target is a living creature, character, or an undead creature with free will, it must make a saving throw vs. death magic. If it succeeds, the creature feels only a slight tingle, but is otherwise unaffected, and the psionicist fumbles (see below). If the save fails, the creature is disintegrated (or 8 cubic feet right out of its center, which should be enough to kill most anything).

Fumble—The power backfires. If the user was trying to attack a living being, disintegrate affects the initiator (save with +5 bonus). If not, it affects one of the initiator's personal belongings (save as item).

HullFloat

(Psychokinetic Science 4)

MAC:	10
PSP Cost:	4/h
Area of Effect:	1 empowered hull
Prerequisite:	Telekinesis, Mass manipulation, Levitation

This power is used to transport vessels with specially prepared (entuned) hulls across the sea of silt. The psionicist can move the ship up to 3", but this multiplies the psp cost by a factor of 10. The most effective way to use this power is to levitate the hull and use wind or poles to push the craft along.

Each time that the craft has trouble or moves over 6" (the speed of a Mekillot Wagon) the psionicist must check

her skill or capsize the craft.

Fumble—The psionicist clumsily damages the entuned quality of the vessel. HullFloat cannot be used on this vessel for 2-12 days. Roll d12 for # of days damaged; if result is 1, then the damage is permanent.

Kinetic Control

(Psychokinetic Science 5)

MAC:	7
PSP Cost:	8/r
Range:	0
Preparation Time:	0
Area of Effect:	Personal
Prerequisites:	Opposite Reaction, Momentum theft

This is the power of absorbing, storing, and redirecting kinetic energy. Kinetic energy is the energy of motion—the energy contained in the swing of a sword, the fall of a rock, moving water or air, an animal running, or any number of other forms. The psionicist can remove Kinetic energy from one object by touch, stopping it instantly, and bestow it on another object immediately or at some point in the future.

While a psionicist maintains this power, he is immune to all physical impacts. A sword slash stops instantly when it touches his skin, arrows drop harmlessly at his feet, and monsters' talons and fangs can't harm him. The psionicist absorbs the damage of the blow and saves it for later use. Note that the psionicist can still be harmed by attacks that inflict their damage by contact, such as the energy-draining touch of an undead creature or the slow crushing attack of a giant python constricting its coils.

Using the stored energy requires the psionicist to make a physical attack. He can deliver any damage he has absorbed previously by touch, punches, or even through a hand-held weapon such as a sword. If he hits his opponent, the absorbed damage is added to any other damage the psionicist causes.

If the psionicist ceases to maintain kinetic control while he still has energy to dissipate, he immediately suffers 2 hit points of damage for every point of absorbed damage he did not expend. (The psionicist can make attacks on rocks, cacti, dead foes, or whatever to dissipate this energy. Item saving throws versus normal or crushing blows may apply.)

A psionicist may only use this power to store up to 10 hp per level of experience at a time. Damage beyond this capacity will be taken normally by the psionicist. However, once he delivers the absorbed damage to a target, he can continue to absorb up to 10 hp per level.

This power can't be used to absorb damage from a fall. To do so, the psionicist would have to absorb his own kinetic energy (in this case, he is the moving object) which is something that the power is not capable of doing. This might be a valid subject for psionic meditation and

research, however.

Fumble—The psionist must save versus spells or detonate an object he is wearing or holding, and suffers 10 damage.

Manipulate Light

(Psychokinetic Science 6)

MAC: 10
PSP Cost: 9/r
Range: 5 yards per level of psionist
Area of Effect: 1 object or creature
Prerequisite: Create light, Animate shadow, Displacement

This power can cause a person or object up to 150% the size of the psionist's body size to effectively disappear. If the object of this power is stationary, it is affected as if made magically invisible until the psionist ceases maintenance. If the object (or person) is moving, then the psionist must check this power each round to see if a part of the object becomes visible.

Fumble—The psionist expends 50 psp and creates a blinding burst of light in the chosen area of effect. All who see this burst of light must save vs. spells or be blinded for a round.

Megakinesis

(Psychokinetic Science 7)

MAC: 5
PSP Cost: 15+
Range: 60 yards
Area of Effect: One object or creature
Prerequisites: TELEKINESIS, Mass Manipulation, Levitation

Megakinesis is simply telekinesis on a larger scale. The psionist can perform incredible feats of psychokinesis, moving objects that weigh hundreds of pounds with the power of his mind.

Objects levitated by the psionist can be moved at the rate of 60 feet per round—too slow to be hurled as missile weapons in combat, although heavy objects can be dropped on top of enemies who aren't paying attention to the psionist. Living creatures picked up by megakinesis get a saving throw versus spells to avoid the effect if they do not wish to be moved around by the psionist.

The psionist may also use these enormous forces to wield a weapon, open doors, pin an enemy in place, or bend or break things. For these purposes, his megakinesis power has an effective Strength and Size score that varies with the success of his MAC roll (see chart below). The effective size affects the maximum size of weapon that he can wield using Megakinesis (Medium, Large, Huge, or Gigantic), his ability to pin an opponent (see overbearing rules in the *DMG* or *COMBAT & TACTICS*), and his knock-down roll (if *COMBAT & TACTICS* rules are used). The effective

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tive strength affects the amount of weight that he is able to move, and the hit and damage adjustment.

MAC	PSP/md	Strength	Weight	Size	Hit adj	Damage
5	5	18	110	M	+1	+2
4	6	19	135	M	+2	+3
3	8	20	160	M	+2	+4
2	11	21	170	L	+2	+5
1	15	22	185	L	+3	+6
0	20	23	235	L	+3	+7
-1	26	24	445	H	+3	+8
-2	33	25	515	H	+4	+9
-3	41	26	636	H	+4	+10
-4	50	27	785	G	+4	+11
-5	60	28	900	G	+5	+12

The psionist can increase or decrease the effective strength each round, but must re-check the power when he does so. The PSP cost must be paid at the beginning of each round.

If the psionist chooses to wield a weapon with Megakinesis, he uses his THAC0, with any applicable non-weapon proficiency adjustments as well as the Megakinesis "strength" adjustments.

Fumble—The psionist overtaxes his brain and suffers 2d10 damage. If he fails a saving throw versus death, he falls unconscious for 2d6 days.

Pyrokinesis

(Psychokinetic Science 8)

MAC: 5
PSP Cost: 11/r
Range: 10 yards per level
Area of Effect: 8 cubic feet
Prerequisites: Detonate, Alter Matter, Control Flames

This is a powerful, faster-working version of Burn (Molecular Agitation). The initial effect of this power depends on the successful MTHAC0 check:

- 17-20 Level 1: Readily flammable materials ignite; skin reddens (1 damage); wood darkens.
- 13-16 Level 2: Wood smolders; metal hot to the touch; skin blisters (1 d4 damage); hair melts.
- 10-12 Level 3: Wood ignites; metal scorches (1 d4 damage); skin burns away (1d6 damage); water boils, lead melts.
- 7-9 Level 4: Steel grows soft (d6 damage maximum).
- 4-6 Level 5: Steel melts (d6 damage maximum).
- 2-3 Level 6: Fiery detonation; creature begins to detonate for 3d20 damage

Each round that the psionist maintains this power, the intensity of the pyrokinesis increases another level. The

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target gets a save vs. death magic (or vs. Magical Fire if an item) to avoid fiery detonation; if he succeeds, the pyrokinesis remains at "level 5" intensity for one more round. Once this saving throw is failed, only special conditions (such as immersion in water) allow another saving throw.

Creatures immune to fire are immune to Pyrokinesis.

Fumble—The Psionist locks the power on himself (roll d6 for starting level) and cannot release the power until he personally runs completely out of PSP. He is not, however, required to drain his receptacle.

Rearrange Matter

(Psychokinetic Science 9)

MAC:	4
PSP Cost:	12/h
Range:	2 yards
Preparation Time:	2 hours
Area of Effect:	one item
Prerequisite:	Create Object, Disintegrate

Rearrange Matter is the psionic equivalent of alchemy. By toying with an object's molecular structure, the psionist can change its fundamental composition. This power cannot create matter or mass from nothing; change a material's state from liquid to solid, gas to liquid, and so on; nor change one type of element to another, such as a wooden goblet to a ruby or metal goblet.

Rearrange Matter is best suited to converting one sort of element into another, but it can also be used for more complex operations—neutralizing a poison, for example.

Converting one element to another is usually a simple operation, in which one ounce of material can be changed each hour. Typical conversions of this type include steel to lead or any metal to gold.

The creation of gold coins from other metals is possible, but it's no way to get rich quick. At the rate of one ounce per hour, it would take 16 hours—about two workdays—to change 10 copper pieces into 10 gold pieces, for a net profit of 9 gold pieces.

Rearrange Matter is often used to create superior weapons. A psionically tempered weapon may receive a +1 on damage rolls (see 'Weapon Quality' in Chapter 6 of the *DMG*). The process is time-consuming, however. For example, a typical short sword takes at least 40 hours to temper psionically. (The average short sword weighs 3 pounds or 48 ounces, most of which is the blade. A psionically tempered weapon does not automatically offer a +1 attack-roll bonus. In order to receive that bonus, the psionist must 1) have the weaponsmithing proficiency and 2) make a successful proficiency check when he fashions the weapon.

The psionist makes his power check when the process is complete. If it fails, he did not waste all his effort. The difference between the character's MAC roll and the target MAC 4, multiplied by 10, equals the percentage of work which must be redone.

If the roll is 20, the item seems perfect but contains a hidden flaw which will cause it to break, or fail, or simply look wrong when it is put to use (the sword might contain a soft portion which causes it to bend).

This power has no effect against living creatures weighing more than one ounce. Creatures weighing one ounce or less are killed if their molecules are rearranged.

Fumble—The created item is seriously flawed and utterly useless.

Suppress Magic

(Psychokinetic Devotion 10)

MAC:	5
PSP Cost:	8+
Range:	0
Area of Effect:	10-foot radius
Prerequisites:	10th level

Very powerful psionists can draw upon their command of psionic energy to create a field that dampens magic of all types. Within the field, no spells function, weapons lose their enchantments, creatures with magical attacks or powers (such as a basilisk's gaze) cannot use them, magically animated monsters (animated deal, golems, etc.) stop in their tracks, and magical items do not function.

The field persists only as long as the psionist maintains it. Each spell level or magical power usage within the field adds 1 PSP to the maintenance cost. For example, a wizard who throws a fireball at a psionist who is suppressing magic forces the psionist to pay an extra 3 PSPs for that round's maintenance. Effects without a spell level should be equated to a similar spell. If there is no similar spell, the psionist pays additional PSPs equal to 1 per Hit Die or level of the initiating creature.

This effect will temporarily disrupt enchantments in effect, so a charmed person is temporarily freed, polymorphed creatures return to their original form, and so on. Things that were changed by magic but are longer magical, such as a stone bench that was created by a stone shape, do not change in form. A person stoned by a medusa's gaze remains that way. Once the psionist ceases to maintain the power, all enchantments resume uninterrupted.

Fumble—A random magical item on the psionist's person must save or be permanently drained of all power.

Telekinesis

(Psychokinetic Science 11)

MAC:	10
PSP Cost:	3+
Range:	30 yards
Area of Effect:	1 item

This power allows the user to move objects without touching them. Telekinesis tends to be physically taxing, as it takes a lot of internal energy to move objects. Small

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objects are easy. But larger, more massive objects are significantly more difficult.

The cost listed above assumes the object being moved weighs three pounds or less. For heavier objects, use the following:

PSP cost equals the item's weight in pounds.

The power's MAC improves by a penalty of the item's weight, rounded down. For example, moving a 10-pound rock requires rolling against a MAC of 5.

Telekinesis moves the targeted item up to 60 feet per round. Items moving at such a slow rate of speed don't make effective weapons, but items weighing more than three pounds can be used to disrupt spell casting or psionic use. The user rolls his base THAC0 score to hit, with a penalty equal to half of the item's weight, rounded down.

For example, if a hero whose THAC0 is 10 wants to attack a priestess whose AC is 0, he needs an 15 or better to hit her with a 10-pound rock.

Telekinesis can be used to perform very fine work, such as writing or sewing. The user must be capable of performing the work himself, and a second MTHAC0 roll (and second round of power use) is needed to complete fine work. If the hero wants to use the power to pull an item away from an opponent, use the rules for psychic contests, except that the defender uses his strength score to decide the contest.

Telekinesis can also be used defensively, to deflect missile in flight or a weapon in mid-swing in order to make it miss its target. He may attempt this on a weapon targeted at himself or someone else. The psionist must have a better initiative than the attacker and hold his action until the attacker actually fires a missile or swings a weapon. If the psionist successfully initiates deflect, the weapon misses its target automatically.

Telekinesis can deflect any thrown, fired, or hand-held weapon, including giant-thrown boulders or ballista bolts—as long as the psionist can pay the 1 pound/psp cost. It has no effect on creatures attacking with their own natural weaponry, such as teeth or claws.

Telekinetic Barrier

(Psychokinetic Science 12)

MAC:	8
PSP Cost:	12/r
Range:	20 yards
Area of Effect:	Special
Prerequisites:	Telekinesis, inertial barrier

The telekinetic barrier is an immobile field of mental force that resembles the wizard spell wall of force. The psionist creates an Invisible barrier of force up to 60 feet in length and 10 feet in height (or any other vertical surface of 600 square feet or less) at a range of up to 20 yards. The psionist may instead create a dome of force with a 10-foot radius, centered on himself.

No physical object or any form of energy can penetrate the barrier, although it is possible to circumvent the barrier by using abilities such as teleport or dimensional door. Magical or psionic disintegration destroys the telekinetic barrier, but the power or spell is canceled in the process.

The telekinetic barrier is immobile once created. If the psionist moves more than 20 yards from the barrier (outside the power's range), it collapses.

Fumble—An uncontrolled surge of force from the psionist knocks down anyone standing within 10 feet of him.

Telekinetic Flight

(Psychokinetic Science 13)

MAC:	8
PSP Cost:	7/r
Range:	0
Preparation Time:	0
Area of Effect:	Personal
Prerequisites:	TELEKINESIS, levitation

By using this power, the psionist can use her abilities of levitation to fly at a movement rate of 18. She can maneuver horizontally or vertically in any fashion desired, with a maneuverability class of B. Using telekinetic flight requires as much concentration as walking, so the psionist can initiate other powers while flying and she can even attempt physical attacks.

When the psionist fails to maintain the power or runs out of PSPs, she drops like a rock. She would be wise to land before this occurs.

Fumble—An abortive attempt at flight hurls the psionist 10-40 (d4 × 10) feet in a random direction, including straight up.

Devotions

Alter Matter

(Psychokinetic Devotion 1)

MAC:	6
PSP Cost:	14/t
Range:	20 yards
Preparation Time:	1 turn
Area of Effect:	1 cubic inch/turn
Prerequisites:	Break

A psionist with this devotion can randomly change the composition of a substance, allowing him to spoil the flavor of an exotic spice, destroy a potion, kill a mold or disease, turn a fine wine rancid, or neutralize a poison that the psionist is familiar with. If the poison is already in the bloodstream, though, the psionist must check his power every turn to see if he has done more damage than good. Healing and Herbalism proficiencies each add +4 to this check. Due to unfamiliarity with alien physiologies, psionists working on different species must face the same penalties as the telepath working on Alien minds.

This power cannot be used to harm unwilling creatures above one ounce in mass, though it might be used to neutralize the venom in a snake's fangs—providing the snake failed a saving throw vs. Poison.

Animate Object

(Psychokinetic Devotion 2)

MAC:	7 (base)
PSP Cost:	5/r
Range:	50 yards
Area of effect:	1 item, 100 pounds
Prerequisite:	Telekinesis

This power allows the user to control the movement of an otherwise inanimate object, giving it the appearance of life. For example, animate object can make chairs walk or stones dance, though objects being animated must weigh 100 pounds or less. The material the item is made of affects the difficulty of the task, as indicated below.

Material	MAC
Cloth, paper	7
Live wood/dead animal	6
Dead wood/bone	5
Water	4
Thin metal	3
Thick metal	2
Stone	1

Once animated, all materials become flexible to some extent, though fluid motion is uncommon. Animated items move like puppets, with jerky, clumsy motions. If the item was rigid initially, it makes loud creaking, groaning, or grating sounds as it moves. An animated item moves up to 60 feet a round (movement rate 6). It can be used to

attack, acting like a club with a THAC0 of 20 and a damage score of 1d6 points.

Animate Shadow

(Psychokinetic Devotion 3)

MAC:	10
PSP Cost:	2/r
Range:	40 yards
Preparation Time:	0
Area of Effect:	100 square. ft.

With this devotion the psionist can animate the shadow cast by anyone or anything and make it seem to have life of its own. The shadow can even move away from the person or thing that cast it. It must, however, remain flatly cast along a surface. It can never be more than two-dimensional.

An animated shadow can't really do anything other than startle or amuse someone. It cannot attack or disrupt a mage's concentration. In this regard, it is similar to a cantrip's effect. It can serve as a diversion by entertaining someone or attracting a guard's attention.

Fumble—The shadow disappears completely for one round.

Ballistic Attack

(Psychokinetic Devotion 4)

MAC:	6
PSP Cost:	5
Range:	30 yards
Preparation Time:	0
Area of Effect:	1 item, 1 lb.

This power can make any psionist a "David" when he's facing "Goliath." It's a special variation of the telekinesis science. Instead of moving any object relatively slowly, ballistic attack allows the character to hurl a small object at a target. The object, no more than 1 pound in weight, can achieve deadly speeds. It must be within sight of the psionist and cannot be anchored or attached to anything else. A rock is the most common weapon.

The psionist uses his regular THAC0 to determine whether he hits the target. If he succeeds, the missile inflicts 1d6 points of damage (assuming, of course, that the character made a successful power check in the first place).

Fumble—Ballistic boomerang. The psionist becomes the object's target.

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Bonding

(Psychokinetic Devotion 5)

MAC:	8
PSP Cost:	8/r
Range:	10 yards
Area of Effect:	6 square inches
Prerequisites:	Break

Bonding allows the psionicist to join two surfaces together. An enemy's boots can be joined to the floor, his sword to its sheath, or the joints of his armor fused together into a useless plug of metal. Bonding can also be used to repair damaged items, joining two shards of a sword together or repairing a broken bowstring. The power does not affect living creatures.

The rate of joining is approximately 6 square inches per round. If used on someone's armor, this will suffice to freeze one joint or fix one boot to the ground. A character immobilized in this fashion can usually wriggle out or tear free in one round, but a character wearing bonded plate mail is probably stuck for quite some time.

Fumble—The psionicist bonds his own boots to the ground and becomes stuck.

Break (Formerly 'Molecular Manipulation')

(Psychokinetic Devotion 6)

MAC:	7
PSP Cost:	6/r
Range:	15 yards
Area of Effect:	2 square inches

This power allows the user to weaken an object's molecular bonds. When stress is applied to the object or a blow is struck, it snaps. The user can create one "weak point" of approximately 2 square inches each round. Deterioration occurs across a plane (in two dimensions, not three). One round's application is enough to fatally weaken most small objects (knives, ropes, saddle straps, bows, etc.). Larger objects require more time and are subject to the DM's discretion.

The DM must decide how vulnerable Manipulate Solids makes larger, oddly shaped items (such as doors and shields). An object need not be in two pieces to be useless. A small boat, for example, is unsafe if it has a crack in its hull.

Burn (Formerly 'Molecular Agitation')

(Psychokinetic Devotion 7)

MAC:	10
PSP Cost:	7/r
Range:	40 yards
Area of Effect:	1 item, 20 pounds

This power enables the user to excite the molecules of a substance, causing paper to ignite, wood to smolder, or skin to blister, for example. The degree of destruction is as

follows, depending on the number of rounds the item is agitated:

One round: Readily flammable materials, such as paper and dry grass, ignite; skin becomes red and tender (1 point of damage); wood becomes dark.

Two rounds: Wood smolders and smokes-metal becomes hot to the touch; skin blisters (1 d4 points of damage); hair melts; paint shrivels.

Three rounds: Wood ignites; metal scorches (1 d4 points of damage); skin burns away (1d6 points of damage); water boils, lead melts. The damage inflicted doesn't increase beyond this round, but targets continue to suffer the 1 d4 or 1 d6 points for each subsequent round the power continues.

Four rounds: Steel grows soft.

Five rounds: Steel melts.

Magical items receive saving throws against magical fire, but a +10 penalty is applied to the number needed. The heat produced by this power is highly destructive as it comes from inside the item instead of outside.

Compact

(Psychokinetic Devotion 8)

MAC:	9
PSP Cost:	4
Range:	10 yards
Area of Effect:	10-yard sphere

This power lets the psionicist compact any nonliving material into a very small size. The material retains its original mass, but its substance is compressed. Each use of this power can compact 10 cubic feet of material into one cubic foot of space. The material can be gaseous, liquid, or solid, and reacts to temperature changes normally while compacted. It will remain compact for 24 hours. Then it quickly expands to its original size, exerting tremendous force.

When expanding, the material forces its way around existing things. For instance, an expanding boundary on a surface of sand causes no damage, but compacted water poured into the cracks of stone severely damage the stone when it expands. If carefully applied, each cubic foot of compacted materials can cause as much as 25 structural points of damage on expansion. A creature that ingests compacted materials takes 1d20 points of damage per ounce taken in when the material re-expands. Expansion is quick, but not explosive.

As a side effect of compaction, the material receives a +4 bonus to all item saving throws.

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Concentrate Water

(Psychokinetic Devotion 9)

MAC:	6
PSP Cost:	10
Range:	0
Area of Effect:	10-yard sphere

This power lets the psionist collect all moisture within the area of effect as water in a single container. The amount collected depends on the local terrain type.

The psionist must hold the container while using the power. If the container is too small to hold the water collected, or if it is leaky, the excess spills onto the ground.

The power only collects uncollected vapor and droplets around the caster. Free-standing water in a glass, pool, or other container is not collected. It does not adversely affect plants or animals in the area. The drying effect on any local flora becomes evident in the next few days, but most Athasian plants can survive the temporary loss of ground moisture.

Sandy wastes, dust sink, or salt flats:	1d3-2 gallons (minimum 0)
Rocky badlands, stony barrens, or boulder fields:	1d4-1 gallons.
Mountains or scrub plains:	1d6-1 gallons.
Verdant belts or forest:	1d6+1 gallons.

Fumble—The power also collects a large portion of water from the psionist's own body, inflicting an immediate loss of half his hit points.

Control Body

(Psychokinetic Devotion 7)

MAC:	6
PSP Cost:	8/r
Range:	80 yards
Preparation Time:	0
Area of Effect:	1 body
Prerequisites:	TELEKINESIS, Animate Shadow

This discipline allows the psionist to attempt to control another person's body like a puppet on psionic strings, in order to succeed, the psionist must win a contest similar to a psychic contest, except that the target's THAC0 is used instead of his MTHAC0. The target's strength bonus applies.

Control Flames

(Psychokinetic Devotion 10)

MAC:	8
PSP Cost:	4/r
Range:	40 yards
Preparation Time:	0
Area of Effect:	10 square. ft

By controlling flames, a psionist can make a normal fire bigger, smaller, hotter, or colder. He can even make it move around as if it were a living creature.

A fire's size can be increased by 100% or decreased by 50%. If the fire's heat is increased, it causes double damage. If its heat is reduced, the damage is halved. This applies to flaming torches, burning oil, and other normal fires, but not to magical fires such as fireballs or burning hands.

An animated fire can move up to 90 feet per round (MR 9). It can be shaped like a person or an animal, as long as it covers no more than 10 square feet of ground. If the fire moves away from its fuel, it can survive for only one more round, then dies out.

An animated fire can also attack by engulfing an opponent. The psionist must make an attack roll using his regular THAC0. If successful, the attack causes 1d6 points of damage.

Fumble—The psionist burns himself, suffering 1d4 points of damage.

Control Light

(Psychokinetic Devotion 11)

MAC:	8
PSP Cost:	6/r
Range:	25 yards
Area of Effect:	400 square feet

This power allows the user to manipulate ambient light. He can't create light from darkness, but he can create darkness from light. Use of control light can accomplish the following:

- Deepen existing shadows. A thief hidden in such shadows receives a +20% bonus to his hide-in-shadows rolls.
- Brighten existing shadows. This reduces a thief's hiding ability by 20%.
- Brighten a light source until it becomes blinding. Those exposed to the light receive a -2 penalty to attack rolls.
- Dim a light source. This has no effect on attack rolls.
- Extend shadows into areas that are well lit. Only existing shadows can be lengthened, increasing in size by 200%.
- Extend light into areas that are in shadow. Shadows can be reduced by 50%.

Control Sound

(Psychokinetic Devotion 12)

MAC:	5
PSP Cost:	3/r
Range:	100 yards
Area of Effect:	1 specific sound

This power allows the user to shape and alter existing

sounds. A man's words could emerge as a lion's roar, or the noise of marching soldiers can be made to sound like the wind of a sandstorm. Sounds also can be layered, so that one singer can be made to sound like a choir. Control sound can also dampen a noise. The player must specify what sound his character intends to eliminate. For example, the user might quiet the strike of a hammer or erase the creak of a door. He couldn't eliminate both at once however.

Control Wind

(Psychokinetic Devotion 13)

MAC:	5
PSP Cost:	12/r
Range:	500 yards
Area of Effect:	1,000 yards
Prerequisite:	Control Sound

With this power, a user can gain limited control over wind speed and direction. The speed of any existing wind can be increased or decreased by 10 miles per hour or 25%—whichever is greater. The direction of the wind can be changed by up to 90 degrees. These changes are temporary, lasting only as long as the PSP cost is paid. The changes occur in the round that the power is successfully activated. The wind returns to its original course and speed the round that the PSP cost is not paid.

Wind above 19 miles per hour prevents anything smaller than a human from flying and imposes a -4 modifier on missile fire. On the water, such wind makes sailing difficult. Wind gusting at more than 32 miles per hour causes minor damage to ships and buildings. This wind also kicks up clouds of dust and prevents all but the largest creatures from flying. Wind more than 55 miles per hour prevents all flight, knocks down trees and wooden buildings, and may swamp ships. Wind more than 73 miles per hour is a hurricane gale.

Create Light

(Psychokinetic Devotion 14)

MAC:	7
PSP Cost:	2/r
Range:	100 yards
Prerequisite:	Control Light

This power allows the user to create a torch-sized light from his psionic power. The psionicist can choose from location of the light.

Create Sound

(Psychokinetic Devotion 15)

MAC:	7
PSP Cost:	5/r
Preparation time:	1 round
Range:	100 yards
Prerequisite:	Control sound

This power allows the user to create a sound from silence. That means that the psionicist can choose from the source or location of the sound. For example, he can make rocks sing, weapons cast insults, and trees sound as if there were a battle occurring inside. The sound can be as soft as a whisper, or as loud as several people shouting in unison. Once the sound is created, the psionicist can maintain it by paying the cost each round.

Successful roll result

20	contrived sound may arouse suspicion
16-19	specific voice can't be imitated
11-	any familiar sound can be imitated

Fumble—Suspicious sound occurs at location of psionicist

Cryokinesis

(Psychokinetic Devotion 16)

MAC:	10
PSP Cost:	7/r
Range:	30 yards
Area of Effect:	One object or creature

Cryokinesis is the opposite of molecular agitation. Instead of increasing the energy of the target's molecules to raise its internal heat, molecular motion is suppressed to lower the object's heat. Objects may freeze, become brittle, crumble, shatter, or explode from extreme drops in temperature. The list below shows some of the possibilities, depending on how long the power is maintained.

One Round:	Embers and coals are extinguished, metal becomes cold to the touch, skin becomes clammy, water condenses on object.
Two Rounds:	Small fires are reduced to cold embers, bone and chitin become brittle, skin becomes frostbitten (d3 points of damage), liquids freeze.
Three Rounds:	Large fires reduced to embers, metal and wood become brittle, flesh freezes (1d8 points of damage). Damage does not increase after this round, but does continue at the rate of 1d8 per round.
Four rounds:	stone and obsidian become brittle.

Being frozen and then thawing out does not automatically destroy most items, but they may become more susceptible to breakage. Armor and Weapons that become brittle due to Cryokinesis must make saving throws versus Crushing blows each time they deliver or receive blows in combat. (Thri-kreen who are struck while their chitin is brittle suffer double damage from any physical blow.)

Fumble—The psionicist inflicts mild hypothermia on himself and suffers 1d4 points of damage.

Displacement

(Psychokinetic Devotion 17)

MAC:	6
PSP Cost:	4/r
Range:	0
Preparation Time:	0
Area of Effect:	Personal
Prerequisite:	Control Light

This power resembles the displacer beast's natural ability to make itself appear to be up to 3 feet from his actual location. The psionist decides where (within the 3-foot limitation) this false image of himself will appear. This is a very effective means of protecting oneself from attack, giving the psionist a two-point bonus on his armor class (lowering it two points). True seeing will reveal the character's real location.

Encharge

(Psychokinetic Devotion 18)

MAC:	4
PSP Cost:	20/hour
Range:	0
Preparation Time:	varies
Area of Effect:	1 item
Prerequisite:	12th level, Receptacle.

This power is used to create charged psionic items such as psionic rods and enchargeable receptacles. Unlike Empower, Encharge does not imbue the device with intelligence or extraordinary abilities. An Encharged device is simply charged a set number of times to release one single psionic power.

The following types of items may be encharged: obsidian spheres, gems, objects containing crystal. Like any item to be magically or psionically enhanced, the device must be of superior quality. The exact quality or cost for encharging any particular power is left to the DM.

Unlike processes such as Entune or Empower, the device need not be freshly made, nor does the device require extensive preparation. The psionist simply spends an hour preparing the object to receive charges, and then spends an hour per charge that she wishes to place in the item. She must make the MAC check for the power being encharged once during the preparation phase, and she must make the MAC check for Encharge at each hour of the Encharge process. In addition to the hourly psp cost of the Encharge power, the psionist must spend the cost of the power being placed into the item for each charge. The psionist must charge the item continually without interruption; the item can never be charged beyond its first number of charges (see below). Encharged Psionic items may only be used once every eight hours, but the power may be maintained at the cost of 1 charge per round (or turn or day, depending on the power.)

For example, Troika, a 14th level psychoporter, uses Encharge to store Dimension Door into a fine opal-tipped rod. She spends 24 psp (20 plus 4 psp, the cost of the Dimension Door

power) to prepare the item to receive the charges. After an hour of preparation, she spends 24 PSP per hour for 36 hours. Troika uses Mind Over Body to stay awake and focused on the task, and only stops charging because she failed the MAC roll for Encharge. As a result, Troika's rod contains 36 charges of Dimension Door. The rod could be used to create 1-round duration Dimension Doors (at 8-hour intervals), or it could be used to maintain a single Dimension Door for up to 36 rounds, etc.

Encharged items can also be recharged using this devotion. The recharging psionist need not know the power being charged; he only needs to know the Encharge power. Each recharge requires the same time and number of psp placed as would be required to charge, with the exception of the preparation cost. The psionist must recharge the item continually without interruption up to the item's maximum number of charges. When she stops recharging, the number of charges in the item becomes the new maximum.

For example, Troika's rod falls into the hands of her arch-enemy, Brandt the Psychometabolist. By the time that Brandt reaches 12th level, and manages to learn the Encharge power, he has used 32 charges from the rod, leaving only 4 charges remaining. Since he does not possess the Mind over Body power, Brandt falls asleep after eight hours of charging. Therefore from now on, the rod cannot be recharged to over 12 charges.

If the item is ever completely drained of charges, then it cannot ever be recharged, nor used by the psionist to Encharge any psionic power.

If this devotion is used to create an Encharged receptacle, then the psionist may store up to 25 psp per level item using the Receptacle discipline. Like standard gem receptacles, such an item will "leak" 1 psp per day after recharging. If the receptacle ever reaches 0 psp, then it needs to be recharged.

Fumble—The Psionist can never again Encharge (or recharge) that item

Enhancement

(Psychokinetic Devotion 19)

MAC:	6
PSP Cost:	6/round
Range:	0
Preparation Time:	1 round
Area of Effect:	Self

This power yields the same results as the Meditative Focus proficiency, in less time. When a psionist learns this power, he selects one discipline to enhance. As long as he maintains the enhancement power, all MTHAC0 attempts within the chosen disciplines are given a bonus of two. At the same time, all other powers receive a penalty of one.

Fumble—All MTHAC0 rolls receive the penalty of one for 24 hours.

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Entune

(Psychokinetic Devotion 20)

MAC:	0
PSP Cost:	50 psp/day
Range:	0
Preparation Time:	10-40 days
Area of Effect:	1 item
Prerequisite:	12th level, Enhancement, Magnify, Prolong, Rearrange matter

This power is used to create metapsionic jewelry (such as psionic rings), metal items that affect the wearer's psionics. Metapsionic items do not confer psionic abilities, but alter existing ones. All metapsionic items are made of pure metal such as gold, platinum, or steel, and expertly crafted. The metal must be purified using the Rearrange Matter science. This skill is rarely learned outside the Order or the personal tutelage of a sorcerer-king. The majority of metapsionic jewelry in Athas dates back to the mid-Green Age.

Each item takes a set number of days to make, depending on the degree of power bestowed (DM's discretion). For example, a ring entuned to reduce the wearer's MAC by one could take 4 days to make, while a bracelet designed to halve psp spent on Clairvoyance powers might take 90 days. If one day is missed, or any of the checks fail, the creator must begin again. Each item is different, and the secrets behind fabricating a given item are usually taught by a powerful master. It can take years for a psionist to discover the methods in creating one type of metapsionic ring.

Inertial Barrier

(Psychokinetic Devotion 21)

MAC:	6
PSP Cost:	6/r
Range:	0
Area of Effect:	3-yard diameter
Prerequisite:	Telekinesis

This power is used as a defense, creating a barrier of psionic energy around the user and anyone within three yards of him. This barrier softens missile blows, shielding the user from damage by slowing and absorbing some or all of the potential damage caused by incoming attacks. However, the barrier also slows outgoing missile attacks—a drawback the user should consider.

The power protects against damage from these forms of attack: any non magical missile weapon; any physical missile created by magic; any missile with magical bonuses; flames; some breath weapon attacks (depending on the nature of the breath); acid; gas; all forms of disintegration; and falling (damage is halved). Inertial barrier cannot stop missiles conjured from pure magic or protect against raw heat or cold, pure energy or light, or gaze weapons. An inertial barrier cannot keep enemies out, but it does slow them. Anyone trying to cross a barrier must stop moving when contact is made. In the next round, the barrier can

be crossed (either entering or exiting).

Missile weapons, whether passing into or out of the barrier, inflict damage in a modified fashion because the power saps energy from the missile. If a missile strikes its target after passing through the barrier (in either direction), the attacker rolls for damage as normal. However, the defender then rolls the same die to see how much damage the barrier absorbed. (Note: The defender doesn't include any magical bonuses the weapon may have.) The defender subtracts his die roll from the attacker's damage total. If anything remains, the defender loses that many hit points. If the defender's roll equals or exceeds the total damage, the weapon falls harmlessly to the ground. If the missile is explosive, the barrier prevents weapon damage but not explosive damage.

Levitation

(Psychokinetic Devotion 22)

MAC:	8 (base)
PSP Cost:	5/r
Range:	0
Area of Effect:	Personal
Prerequisite:	Telekinesis

This power allows the user to float by using telekinesis on himself. The user can lift himself at the rate of 1 foot a second, or 60 feet a round. He can descend as quickly as he wants by simply letting himself fall, then slowing down as he nears the ground. The user can always levitate his own weight. Additional weight, such as equipment or passengers, is a hindrance. Every 25 pounds of added weight improves the power's MAC by 1.

Levitation isn't flying. The power provides no horizontal movement. The user can hover motionlessly and drift with the wind, or he can push off a wall or other fixed object and drift up to 60 feet a round in a straight line. He can't stop, however, until he meets another solid object, lowers himself to the ground, or stops paying the PSP cost. Two powers—control wind and project force—can help the levitating user propel himself forward and change direction. The use of these additional powers requires the extra expenditure of PSPs and MTHAC0 rolls.

Magnetize

(Psychokinetic Devotion 21)

MAC:	8
PSP Cost:	2/lb/r
Range:	30 yards
Preparation Time:	0
Area of Effect:	One metal object

A psionist using magnetize can change the magnetic orientation of a metal object, strongly magnetizing it. The initial cost is 2 PSPs per pound of metal so affected, so a four-pound long sword requires 8 PSPs to magnetize. The item remains magnetized for a number of rounds equal to the psionist's level before reverting to normal.

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The effects of this power are simple the psionist can make the item attracted to other metal objects or repelled by other metal objects. Any metal objects within 20 feet of the magnetized object are within its magnetic influence. Metallic creatures get a saving throw versus spells to avoid being magnetized.

In deciding how magnetism affects an object, remember that a heavier object remains stationary, while a lighter object moves toward or away from it. If a character's short sword is magnetized and his friend standing beside him is wearing plate mail, the short sword will go flying over to stick to the armored fellow—not the other way around. A creature holding or wearing an object unless magnetic influence may attempt a strength check to retain control of the item.

A character wearing metal armor can be immobilized if he fails his Strength check. Other effects are left to the DM's Imagination, but small objects such as daggers can reach impressive speeds when attracted or repelled by magnetism.

Fumble—All metal objects on the psionist's person are scattered 2-20 (2d10) feet in random directions.

Mass Manipulation

(Psychokinetic Devotion 23)

MAC:	7
PSP Cost:	9/r
Range:	20 yards
Preparation Time:	0
Area of Effect:	One object
Prerequisites:	Levitation

A psionist with this devotion can affect the way in which gravity affects an item. The weight of the item can be increased to 200% normal or reduced to 25% normal. The effect remains as long as the psionist maintains the power.

Momentum Theft

(Psychokinetic Devotion 24)

MAC:	7
PSP Cost:	5+/r
Range:	30 yards
Preparation Time:	0
Area of Effect:	One creature or object

This power allows a psionist to drain a target of its momentum, causing it to stop moving. The stolen momentum is dissipated harmlessly in the ground at the psionist's feet. Arrows, catapult missiles, and even flying creatures can be halted in mid-air and begin to fall. (Winged creatures can usually break their fall after a drop of 10 to 20 feet, however.)

Creatures walking or fighting are temporarily thrown off-balance and must make a dexterity check to avoid stumbling and losing their action for the round. A running or charging creature must make a Dexterity check with a -

4 penalty or take a running tumble for 1d4 points of damage. The victim is stunned for 1-2 rounds.

If this power is used on a falling character, it stops him instantly and he begins to fall again. However, since his speed was reduced to 0, falling damage is only counted for the distance he fell after his momentum was neutralized.

It is hard to remove the momentum of heavy and fast-moving objects. The larger and faster an item, the more PSPs it costs to arrest its movement. It requires 5 PSPs to stop a man-sized creature (200 pounds) with a movement rate of 12, which is equal to walking at about four miles per hour. Each doubting of speed or weight costs an additional 5 PSPs, so it costs 25 PSPs to stop a charging half-giant in his tracks.

Fumble—The psionist knocks himself sprawling and must save versus death or be stunned 1-3 rounds.

Project Force

(Psychokinetic Devotion 25)

MAC:	6
PSP Cost:	10
Range:	200 yards
Area of Effect:	1 target

This power allows the user to focus a psychokinetic "punch" against a target up to 200 yards away. If used offensively, this punch causes damage equal to 1d6 points plus the target's Armor Class (negative armor classes are subtracted from the die roll). Only AC provided by actual armor is added to or subtracted from the roll—not Dexterity or magical bonuses. A successful save vs. breath weapon reduces the damage to half.

Project force can also be used to trigger traps, throw levers, open doors (not locked or latched), break windows, etc. No attack roll is needed, just the MTHAC0 roll to activate it.

Psionic Inflation

(Psychokinetic Devotion 26)

MAC:	8
PSP Cost:	7/r
Range:	0
Area of Effect:	100-foot radius

When a psionist invokes this power, he sends out a powerful ring of psionic noise (extending to 100 feet). All psionic activity within this area requires twice the normal initial cost and maintenance. The initiating psionist is not affected; the noise actually begins about an inch beyond his aura, creating a bubble of relative quiet around him.

Other psionists in the area of effect will not realize anything is wrong until they have actually used a power. If they are maintaining a power, they discover the inflated rate after paying twice the normal cost.

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If two psionicists initiate psionic inflation in the same area, the psionicists must conduct a psychic contest. The loser's psionic inflation ceases. If both characters fail, then both cease their power maintenance. Reroll ties.

Fumble—The psionicist cannot recover PSPs for two hours.

Psionic Residue

(Psychokinetic Devotion 27)

MAC:	8
PSP Cost:	5
Range:	0
Area of Effect:	30 yards

This power lets a psionicist collect PSPs after expenditure of PSPs from other characters or creatures. Whenever PSPs are spent, a residue of psionic energy remains in the area, permeating the prime, astral, and ethereal planes in the vicinity. The residue fades after five rounds. When the power is used, the psionicist immediately aids PSPs to his total equal to $\frac{1}{10}$ of all PSPs expended by other characters within the area of effect within the preceding five rounds (round fractions down.)

PSPs expended by the psionicist himself aren't counted.

Receptacle

(Psychokinetic Devotion 28)

MAC:	10
PSP Cost:	2/psp
Preparation Time:	1 turn
Range:	0
Area of Effect:	varies

This power allows psionicists to store PSPs for future use. Receptacles can be crystalline gems, or encharged items (see Encharge devotion). Crystalline gems can contain up to 1 psp per GP value of the gem (Athasian rate!). Encharged receptacles can contain as many psps as the psionicist can store (see below).

A psionicist can have as many receptacles as she would like, but can store only up to 20 psp per level of experience in all of her combined receptacles.

Both gems and empowered receptacles "leak" 1 psp per day—per receptacle. Hence encharged receptacles are extraordinarily valuable, and powerful psionicists tend to covet large, unflawed gems.

Any psionicist can use another's receptacle, but is advised against doing so, because this is an easy way to contract cerebral parasites. You never know where someone else's psyche has been!

To fill a receptacle (whether gem or encharged), a psionicist must spend a turn in concentration. After this turn, the psionicist can store 1 psp every round. Each psp stored costs 2 psps.

To take stored psps back in, the psionicist's skin (or chitin) must be in contact with the receptacle. Minimal concentration is required: the character can move or attack while taking in psps, but cannot do all three at the same time. This also applies to psionics: characters can initiate another psionic ability in the round that they drain psps from a receptacle, but they cannot move and initiate an ability and drain a receptacle. Players must declare that their character will take in psps before initiative, and the transfer does not actually take place.

If a psionic receptacle is damaged, the psps are lost.

No MTHAC0 check is required for the use of this power. This power can be used to draw psps at the same time as other powers are triggered normally. This power must be declared before initiative, and takes effect at the very end of the round.

Soften

(Psychokinetic Devotion 29)

MAC:	8
PSP Cost:	3/r
Range:	30 yards
Preparation Time:	0
Area of Effect:	1 object, 10 Lbs.

This power resembles Break, except that it weakens the entire object instead of small area across a single plane. The object softens overall, losing its rigidity and strength. Specific effects vary, depending on the material. When the psionicist ceases to maintain the power, the item resumes its original rigidity, but not necessarily its shape.

Metal: For each round of softening, weapons incur a -1 penalty to attack rolls and cause one less point of damage, cumulatively. The armor class of metal armor increases one point per round of softening. After 10 rounds, any metal becomes soft and rubbery, but retains its shape.

Wood: Like metal, weapons with wooden shafts or handles suffer a -1 penalty to attack rolls and damage per round of softening. After six rounds, wood becomes stringy and rubbery but retains its shape. After 10 rounds, the grain can be split easily and a punch can break through even the hardest and thickest doors or chests.

Stone: After two rounds, stone becomes noticeably soft to the touch. After five rounds, it can be worked like stiff clay, but this is as soft as it gets.

Magical Items: Save vs. crushing blow to escape the effect entirely.

Living Tissue: No effect.

DMs can use their own judgment and the examples above to handle other materials.

Fumble—The item is strengthened, and can't be affected again until the psionicist gains one level.

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Static Discharge

(Psychokinetic Devotion 30)

MAC:	7
PSP Cost:	5/r
Range:	15 yards
Preparation Time:	0
Area of Effect:	One creature
Prerequisites:	Magnetism

A psionist with this ability can use his control of magnetism to accumulate a charge of static electricity and then discharge it in the form of violent electrical shocks. The longer the psionist accumulates the charge, the more damaging the discharge will be; the attack inflicts 1d4+1 points of damage per round of accumulation. Maintaining this power doesn't count as an attack, but the discharge does. The psionist must make an attack roll to hit his target, but only magical protections apply—armor and Dexterity do not.

Fumble—The psionist shocks himself for 1d4 damage and magnetizes any metal items he has on him.

Synaptic Static

(Psychokinetic Devotion 31)

MAC:	6
PSP Cost:	11/r
Area of Effect:	20 Yards

Synaptic Static interferes with all psionic activity within a given area. Even the psionist is affected; when he or she creates static, no power can be used simultaneously. However, anyone who tries to use a psionic power within the area of effect must fight the static's creator in psychic combat (which unlike psionics, is possible in the static—see Psionics primer for the distinction between psionics and psychic attacks). If the opponent wins, the static stops.

Exposure to synaptic static for more than five rounds will give anyone a splitting headache. This has no game effect, but it will make NPCs and animals irritable.