

Psychometabolism

Sciences

Psychometabolic powers affect the user's body by altering it in some way.

Psychometabolism offers a wide range of useful powers. With them, a psionic character can fight as well as a fighter, become stealthier than a thief, heal like a cleric, or change shape like a wizard. A well-played psychometabolist may be the most dangerous character of the DARK SUN campaign.

The psychometabolist takes more personal assignments than a psychokineticist does. Psychometabolism is a good combat discipline, but its powers augment the user's own abilities rather than directly damaging several opponents at once. A psychometabolist must settle for dispatching his foes one by one. They are more valued as bodyguards than artillery pieces. Psychometabolism is the ideal one-on-one fighting discipline.

Psychometabolists, also known as "Mindguards" or "Shapesmiths," are the psionics most likely to work independent of any patrons or employers, working as freelancers or existing in the wastes as hermits. This is not to say that their skills are less valued! Psychometabolists are sought out as bodyguards and agents by the great merchant dynasties and the nobility of Athas. As "Mindguards," they can protect their employers from psychic as well as physical attack. As "Shapesmiths," they make the most effective of spies and assassins. Their powers can duplicate or surpass a thief's stealth abilities.

As an adventurer, the psychometabolist is a powerful and flexible addition to a party. He can stand in as a warrior, a thief, or a cleric for a brief time. However, he is best used as an advance scout. His capabilities for hidden movement and observation are unsurpassed, and he can fight well in a pinch.

Unless otherwise noted, Range is zero, Area of Effect is the psionics' body, and PSP cost is per use or per round. If Preparation Time is not listed, then the psionics trigger the power instantly, but full effects won't come into play until the beginning of the next round. (Animal Affinity, for instance.) When Preparation time is listed as "0", then both trigger and effect are instant (Death Field, for instance).

Some Psychometabolic powers require both physical and psychic interaction, and therefore have a range of "touch". Some of these powers use the Victim's MAC as the success roll.

Animal Affinity

(Psychometabolic Science 1)

MAC: 5
PSP Cost: 7
Area of Effect: Personal

With this power, the user develops an affinity for a particular animal type. The DM will randomly determine the animal type (see the Monstrous Manual for descriptions). The user undergoes a physical change when this power is used, depending on the animal and ability. For example, he may gain wings or claws.

When the user activates this power, he temporarily gains one of the animal's attributes. He can gain the animal's Armor Class, movement rate and mode, physical attacks, damage, and THAC0; hit points; or any other special ability—though only one of these can be gained at a time. The attribute lasts for every round that the cost is paid. Switching to a different attribute requires a new MTHAC0 roll.

Athasian Animal Affinity Table

1 Ankheg	11 Rasclinn
2 Cha'thrang	12 Razorwing
3 Erdland	13 Scorpion, Giant
4 Flailer	14 Silk Wyrms
5 Inix	15 Snake, Giant
6 Kirre	16 Spider, Giant
7 Lizard, Minotaur	17 Tembo
8 Mekillot	18 Tigone
9 Pterrax	19 Wyvern
10 Pulp Bee	20 Lion, spotted

Death Field

(Psychometabolic Science 2)

MAC: 3
PSP Cost: 35
Preparation Time: 0
Area of Effect: 20' radius

The psionics sends a deadly energy field out from his own psyche. The psionics immediately loses the number of hit points that he chooses (no saving throw). Others in a 20' radius from the psionics must save vs. Death Magic or lose the same number of hit points. Saving throws negate all damage, unless the target is in direct physical contact with the psionics originating the death field, in which case a saving throw only drops the damage to 50%.

Fumble—the psionics loses the hp, but fails to generate the field.

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Energy Containment

(Psychometabolic Science 3)

MAC:	8
PSP Cost:	8
Preparation Time:	0
Area of Effect:	Personal

This power allows the psionist to absorb harmful, non-kinetic, non-chemical, non-negative-, and non-psyche energies such as heat, flame, electricity, sound, and missiles composed of magical energy—energy forms that would fry or otherwise harm the defender. Any of these energy types can be contained by this power, i.e. the power drawn into the psionist's body, and safely transformed into light energy.

In effect, this protects the psionist against energy attacks. If the psionist passes the MTHAC0 check, then he suffers no physical damage from the attack, but must spend psp equal to the damage that he would have sustained. If this would drain the psionist of all of his remaining psp, then the psionist suffers physical damage normally from the energy attack, and in addition loses all remaining psp, and must save vs. spells or have his mind instantly breached.

When the character absorbs energy, he radiates visible light for a number of rounds equal to the points of damage he absorbed. Kinetic energy attacks such as physical blows, and negative energy attacks such as life draining and cold are not affected by this power.

Energy containment is reflexive, meaning that it is triggered automatically by any energy attack on the psionist. The psionist need not state that he is initiating the power before a round begins. If the psionist has already taken an action, it still operates normally; however if he has not yet taken his action in the round when he uses this power, he must abort his intended action to initiate this power.

Meldmorph

(Psychometabolic Science 4)

MAC:	3
PSP Cost:	50
Area of Effect:	Personal
Prerequisites:	Plant mind, Metamorphosis, Photosynthesis

The most powerful, lengthy, and dangerous of the psionic healing powers, Meldmorph allows the psionist to meld himself with the trunk of a tree.

The benefit of Meldmorph is its extraordinary regenerative and rejuvenative power. As the psionist remains part of the tree, the following things happen to his humanoid body once he emerges (in this exact order):

1. The psionist/tree regains psp all the way back to the psionist's normal maximum. This takes exactly one day.
2. The body heals all the way to his hit point maximum.

This takes one day per hit point healed.

3. The body is healed of any scars or blemishes. This takes zero to three months, depending on the original state of the body.
4. The body heals of any diseases (including cerebral parasites). This takes one month per disease that the body had when he melded.
5. The body is rid of any toxins or impurities (including tattoos). This takes one month per toxin.
6. The body regenerates any missing or crippled parts. The time that this takes depends on the severity of the injury. As a reference, estimate one month for a finger, six for an eye, and eighteen for a full leg.
7. Any lost ability scores or experience levels are restored: three month per score number or level restored.
8. Unnatural aging is removed. This takes three months per year restored to the body.
9. Natural aging is reversed. This takes ten years per year of age reversed.

If the psionist has the convergence power, he can meld one other person with him into the tree, and the Meldmorph affects both their bodies at the same rates.

Meldmorphed bodies are part of the tree. The tree gains bulk from the meldmorph, but in no way looks abnormal. Meldmorphed minds become part of the tree's consciousness. The user is aware of the passage of time and even sees, smells, hears and feels in a limited way, though time speeds up an sixty-fold around him, so he won't notice non-plant beings unless they move extremely slowly or stay still near him for an extended period of time.

For all purposes of detection (except perhaps the Cosmic Awareness High Science or the Wish spell), the melder has ceased to exist. One other way to determine whether a tree carries a meldmorphed psionist is to use Plant Mind, Psychic Surgery, and Probe simultaneously on the tree. A psionist can communicate with the psionist using Mindlink, Plant Mind, Psychic Surgery, and Stasis Field.

A more risky way to find the psionist is to defile the tree. If the tree is defiled, the psionist gets a saving throw versus death magic. Failure means that the melder is irrevocably turned to dust with the defiled tree. Success means that the tree has managed to imbue the psionist with its dying energy. The tree turns to dust, but the psionist's body is ejected with double his normal psp maximum. Defiler beware!

If the tree is destroyed by some other means besides magic, the psionist needs to try to trigger his Meldmorph power. Failure means death with the tree; success means that he manages to metamorphose back to his normal shape, alive, but at 10-60% of his hit point maximum.

The psionist may end the Meldmorph at any time he wishes by triggering the power again. When the psionist exits the tree, he leaves a natural-looking hollow within the wood. The psionist tends to miss the company of the tree, and will often come back to communicate with it.

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One danger of using this power is that meldmorphed minds become "tree-like" over time, and often do not wish to return to an animal state. Every five years that the psionist stays in meldmorphed, he must save vs. spells or linger another d4 x 10 years as a tree. Since this is cumulative, and the psionist must make this saving throw during the "lingering" periods, there is a strong chance that the psionist will stay in tree shape forever! Every 100 years, the psionist must save or forget that he ever was an "animal."

Metamorphosis

(Psychometabolic Science 5)

MAC:	4
PSP Cost:	6
Area of Effect:	Personal
Prerequisite:	Alter Features

This power resembles magical polymorphing, but it has a wider application. The user can change himself into anything with approximately the same mass as his body: a wolf, a chair, or even a tree. While in this form, the user retains his own hit points and THAC0, but he gains the AC of the new form. He also gains all physical attacks the form allows, but no magical or special abilities. A new attack ability depends on the form chosen; a tree, for example, can't attack, so it has no THAC0. Non magical movement is also gained. If the user metamorphs into another character race, use the *Monstrous Manual* book's descriptions for that race.

Some forms have intrinsic advantages. Changing into a fish or rock renders the user immune to drowning, though he doesn't retain any senses not normally associated with his new form. He may opt to keep some of his own senses when he transforms, but these are likely to give him away. Nonmagical movement powers are included, such as flying, jumping, dodging, etc. It does not confer special powers such as psionics, poison, gaze attacks, etc.

Like any massive change of shape, metamorphosis causes great physical stress. The user must make a system shock roll. If the roll fails, he expends 6 PSPs, changes form only for 1 round, and immediately passes out for 2d6 turns.

Nerve Manipulation

(Psychokinetic Devotion 6)

MAC:	6
PSP Cost:	6
Range:	14
Area of Effect:	Creature touched
Prerequisites:	Double Pain

This power allows the psionist to do terrible things to the nervous system of another creature. With a touch, he can inflict wracking pain, unconsciousness, or even death. This power works best on creatures of the psionist's own species; there is a -2 Penalty to the power check

if the psionist uses the power on a creature of a different species, and a -4 penalty if the psionist uses the power on a creature of a different order such as an insect or a mollusk.

The psionist must touch the skin of the victim, which can be a difficult proposition in combat—a normal attack roll to hit the victim is required. If he attacks successfully, the effect on the victim is determined by the psionist's initiation roll.

Power Check	Result
1-3	Spasms -2 to victim's attacks and AC for 1 d3 rounds
4-5	Pain -4 penalty to victim's attacks and AC for 1d3 rounds
6-9	Stunning the victim is stunned and unable to act for 1d4+1 rounds
10-12	unconsciousness the victim is out cold for 2d6 full turns
13+	Death: the victim collapses and dies in 1d3 rounds

The victim may attempt a saving throw versus poison to avoid the effects of the psionist's touch. Any of the effects can be neutralized by the application of a neutralize poison spell or the successful use of the antidote function of the science poison simulation. If the psionist wishes, he can "pull his punch," using a lesser effect on the victim than that indicated by the power check result.

Fumble—The psionist must save Versus poison or suffer one of the above effects, determined randomly.

Poison Simulation

(Psychokinetic Devotion 7)

MAC:	6
PSP Cost:	16
Preparation Time:	1 round
Area of Effect:	Personal
Prerequisites:	Chemical Simulation

The psychometabolist can use this power to produce natural toxins from her own body. The psionist can only simulate poisons that she has experienced or tasted herself; if she had survived the sting of a giant scorpion at some point in the past, then she can reproduce the scorpion's venom. (If the psionist purposely tastes or injects a small amount of poison in order to learn how to simulate it, she suffers half the normal effect and gains a +2 on her saving throws against that dose.)

The psionist can create the poison in her bloodstream or saliva. If she creates the toxin in her bloodstream, she can nick herself with a blade to get to it. Poisons the psionist simulates can be used in their normal fashion; contact poisons can be used to poison victims with a touch, injective poisons can be smeared on weapons, and so forth. If the psionist has an ingestive poison in her bloodstream and is bitten by a monster, that creature is affected normally by the venom.

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An attack roll is required to hit an opponent with poisoned spittle or an envenomed blade, and the victim gets a saving throw appropriate to that poison type. A dose of the psionist's poison remains potent for a number of rounds equal to her level or until it has been applied once.

This ability also has two secondary uses. First, the psionist also learns how to construct antidotes for poisons she has been exposed to. This power gives her a +4 on any saving throw against poison, and a +8 bonus on poisons she can manufacture herself. Secondly, the psionist can produce an antidote to treat someone else if that person has been poisoned with a toxin that the psionist knows how to create.

Fumble—The psionist poisons herself for 10-30 points of damage (save versus poison for half damage).

Resilient Field

(Psychometabolic Science 8)

MAC: 5
PSP Cost: 9 and per check
Prerequisites: Mind Bar, Energy Containment

This power makes the psionist immune to negative energy or energy draining attacks such as level loss, cold, or magical/psionic sleep/paralysis attacks, psychic drain or vampirism. This science is reflexive; it must be checked each time a "negative" attack strikes the field; both each individual attack cost PSPs. If a check fails, negative attack has its normal effect on the target.

Fumble—the psionist loses 10-60 PSPs.

Shadowform

(Psychometabolic Science 9)

MAC: 5
PSP Cost: 5

This power transforms the user into living shadow. The user, his clothing, armor, and up to 20 pounds of equipment all transform. He can blend perfectly into any other shadow. His movement rate, however, is 6 (regardless of what it was before), and he can only travel through darkness and shadow. Areas of open light are impassable.

While in shadow form, the user only can be noticed by life detection, other types of psionic detection, or by a true seeing spell. He can't harm anyone physically or manipulate any corporeal objects, but he can use psionic powers.

Steal Health

(Psychometabolic Science 10)

MAC: 10
PSP Cost: 10
Range: Touch
Area of effect: 1 wound
Prerequisite: Lend Health, Biofeedback

If the target fails a saving throw vs. death magic, it absorbs the psionist's wound or disease, in a sense "giving" its hit points over to the psionist. Only one specific wound or disease at a time can be so transferred.

Psionists with power absorb a disease using Lend Health, and isolate and contain it using Biofeedback, and bestow the original disease upon another creature as if the psionist was a normal disease carrier. The psionist spends 10 psp per day that she contains the disease, and 10 psp per target that she attempts to bestow it on. If she discontinues containing the disease, she can no longer bestow it on targets, and must check this power successfully in order to destroy the disease without contracting it.

Note that this power allows the disease to be bestowed by the psionist's touch, but once bestowed behaves and is communicated normally (whether airborne, waterborne, etc.)

Fumble—obvious, isn't it? The psionist contracts the disease, and cannot be cured with her own psionics.

Devotions

Accelerate

(Psychometabolic Devotion 1)

MAC:	6
PSP Cost:	10
Prerequisites:	Biofeedback, Adrenaline Control

Some psychometabolists are able to drastically alter their own metabolisms, doubling their speed for short periods of time. A character using accelerate is effectively hasted for as long as he maintains this power. The psionist's movement and rate of attack are doubled, and he gains a -2 bonus to initiative rolls while the power is in effect.

Spell casting and psionics use are not speeded up by this power, although this ability can be used to counter a magical slow effect. After the psionist stops maintaining accelerate, he must rest for a number of rounds equal to the time he was accelerated, doing nothing but catching his breath. He does not suddenly age a year as the recipient of a haste spell would.

Fumble—The psionist suffers 1d4 damage and must save versus death or pass out for 3d10 rounds.

Adrenaline Control

(Psychometabolic Devotion 2)

MAC:	6
PSP Cost:	5
Preparation Time:	0

This power temporarily boosts the amount of adrenaline in the user's system, giving him physical advantages. He gains 1d6 points to divide among his Strength, Dexterity, and Constitution scores as he chooses, thus increasing them while the power is in effect. He receives all of the normal bonuses for high ability scores during this period. (If used to increase Constitution, the user might temporarily gain bonus hit points. Damage suffered is subtracted from the extra hit points first.)

Exceeding racial maximums is dangerous. When an attribute is increased beyond the racial maximum and the user stops paying the PSP cost, he must make a system shock check; he suffers d6 points of physical damage if the roll fails.

Alter Features

(Psychometabolic Devotion 3)

MAC:	7
PSP Cost:	4/t
Preparation Time:	1 round
Prerequisites:	Cell Adjustment

This power enables the psionist to alter his appearance by means of a united control over his facial features. He can change his skin coloration any normal variation, alter the appearance of his hair, change the color his eyes, and even adjust the bone structure of his face. The psionist may pass for a member of a similar species of similar height and bulk.

If the psionist passes his MAC with a roll of 10 or less, he can mimic the features of a particular individual well enough to fool an eye that relies on appearance only to identify that person. If he is closely examined, the psionist must make another power check to see if his disguise works.

Fumble—The psionist must save versus polymorph or become stuck in his features.

Biofeedback

(Psychometabolic Devotion 4)

MAC:	6
PSP Cost:	4
Area of Effect:	Personal

Biofeedback is the power to control the flow of blood through one's own body. This power has three key effects.

First, the psionist can easily control bleeding. As a result, he suffers two fewer points of damage from every attack against him that causes physical injury.

Second, by flooding key portions of his body with blood, the psionist effectively cushions blows against him and reduces their effect. The character's armor class is reduced by one.

Third, the psionist can alter his physiology to slow down the progress or poisons within his system. In game terms, the player has a choice between a +4 to his saving throw vs. poison, or gets a second saving throw for lesser (non-lethal damage). Biofeedback lets the psionist know whether his system is winning or losing the battle against the toxin. In any event, the psionist will not die of the poison until he stops maintaining this power.

Fumble—Excessive blood flow results in scattered bruises and a 10% hp loss.

Body Control

(Psychometabolic Devotion 5)

MAC:	5
PSP Cost:	6/t
Area of Effect:	Personal
Prerequisite:	Biofeedback

This power allows the user to adapt his body to a hostile environment. The change must be keyed to a specific surrounding: water, acid, extreme heat, extreme cold, an elemental plane, the sea of silt, etc. If the power works, the user not only survives, he behaves like a native organism. He can breathe and move normally, suffering no damage

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from the environment. However, a character who can survive extreme cold is still vulnerable to a cone of cold spell.

Body Equilibrium

(Psychometabolic Devotion 6)

MAC:	6
PSP Costs:	2

This power allows the user to adjust his body weight to correspond to the surface he's standing on. Thus, he can walk on water, quicksand, the sea of silt, or even a spider's web without sinking or breaking through. If the user is falling when he activates this power, he falls slowly enough to escape injury. Because of how light weight the user becomes when this power is in effect, he must be wary of wind gusts, which can easily blow him about.

The psionist can also use this power to spring like a cat and always land gracefully on his feet. He still suffers damage from falling, but the damage is halved. He can jump down 30 feet without risking any injury at all.

Body Weaponry

(Psychometabolic Devotion 7)

MAC:	6
PSP Cost:	6
Prerequisite:	Cell Adjustment

This power allows the user to convert one of his arms into a weapon. Virtually any sort of weapon can be imitated, except ranged weapons (such as bows) or any weapon the user isn't proficient with. The arm actually becomes rock, bone, wood, or metal and assumes the weapon's form. It behaves in every respect like a normal weapon of the chosen type, with the bonus that it can't be dropped or stolen.

Cannibalize

(Psychometabolic Devotion 8)

MAC:	— automatic —
PSP Cost:	0
Preparation Time:	0
Prerequisite:	5th level

This power allows the user to cannibalize his own body for extra PSPs. When activated successfully, the user can take constitution points and convert them directly to PSPs at a ratio of 1:10 (1 Constitution point equals 10 PSPs). The user can access these psp's any time, as if they were part of his total.

The Constitution reduction isn't permanent, but it is debilitating and long-lasting. The user immediately loses bonus hit points that accompany high Constitution scores. His system shock and resurrection survival chances are reduced. All psychometabolic powers receive MAC bonuses (making them harder to use) equal to the number of Constitution points that were cannibalized. The user

recovers one cannibalized point of Constitution per week of rest. Rest means staying quietly in a safe place; adventuring is not allowed.

No MTHAC0 check is required for the use of this power. Like the Receptacle devotion, this power can be used to draw psp's 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.

Cause Decay

(Psychometabolic Devotion 9)

MAC:	6
PSP Cost:	4
Range:	Touch
Area of Effect:	60 lbs. Inanimate matter
Prerequisite:	Chemical Simulation

This power works only against inanimate objects. The psionist's touch causes instant decay: metal rusts, wood ages and splits, Cloth falls to dust. The DM rolls a saving throw vs. acid for the item touched. If this fails, the item — or a maximum of 60 pounds of it — is consumed by decay within one round. This power can be used against an opponent's weapons or armor by making a touch attack roll.

Fumble—One of the psionist's own items decays (no save) — either the first item touched or an item chosen randomly by the DM.

Cause Sleep

(Psychometabolic Devotion 10)

MAC:	9
PSP Cost:	4
Range:	Touch
Area of Effect:	1 person

A psionist with this power can cause other people manipulating their natural rhythms. The victim receive versus spells to avoid the effect. If the victim fails the saving throw she remains asleep until she is awakened by injury, water in the face, or violent shaking, or until the psionist ceases to maintain the power.

There is a -2 penalty to this power if the victim has a reason to be exceptionally wakeful. He also suffers a -2 penalty if his victim is a monster of some kind. Thri-kreen and other insects can be placed in a temporary state of torpor with this power, but the psionist suffers a -4 penalty on his power check when trying to affect such creatures.

Fumble—The psionist falls asleep himself for 2d6 rounds or until awakened.

Cell Adjustment

(Psychometabolic Devotion 11)

MAC:	6
PSP Cost:	5+
Range:	Touch
Area of Effect:	Individual

This power allows the user to heal wounds and cure non magical diseases—excluding such unnatural diseases as mummy rot and lycanthropy. He can cure a disease in 1 round by spending 5 PSPs and making a successful MTHAC0 roll. If the roll fails, the disease is too widespread in the victim's system. The user must continue spending 5 PSPs each round until he succeeds in activating the power.

Note that a cure performed through this power doesn't automatically restore lost hit points. However, the user can heal up to 4 points of damage in each subsequent round by spending 5 PSPs per hit point recovered (4 hit points for 20 PSPs per round maximum). She user can't cure a disease and restore hit points during the same round.

Chameleon Power

(Psychometabolic Devotion 12)

MAC: 7 (base)
PSP Cost: 4
Range: 0
Area of Effect: Personal

This power changes the coloration of the user's skin, clothing and equipment to match the nearest background. The match is automatic; the user doesn't choose the appearance. The change takes several seconds to occur. As the user moves, the coloration shifts to reflect any changes in the surroundings.

This power makes the user extremely difficult to spot. For every round the power is in effect and the user remains still, he can avoid detection simply by successfully rolling against the power's MAC. If the user moves, the MAC score increases (to MAC 5). Chameleon power is most effective in natural surroundings, where the user's coloration can best conceal him. In an urban setting or in an area without natural cover during broad daylight, the power's MAC score is improved to MAC 3.

Chemical Simulation

(Psychometabolic Devotion 13)

MAC:	5
PSP Cost:	7
Range:	Touch
Preparation Time:	1 round
Area of Effect:	varies
Prerequisite:	Body Control, Cell Adjustment

With this devotion, a psionist can make his body simulate the action of various chemicals. The following

selections are possible:

Acidic chemicals: the character secretes an "acid" through his hand. Any item he touches and holds briefly must make a saving throw vs. acid or be dissolved. If used as a weapon, this acid cannot inflict more than two or three points of damage, though it can cause considerable pain.

Sticky chemicals: These chemicals allows the psionist to climb walls like a spider. As a secondary effect of the "sticky chemicals" option, the psionist's gripping strength increases to 20 for purposes of keeping hold of items.

Lastly, the psionist can "graft" any one-handed melee weapon directly onto his body. He picks up the weapon, activates this power, and the weapon becomes an extension of the character's arm. Assuming the character is proficient with that type of weapon, he gains a +1 bonus to attack rolls and damage. If he is not proficient with the weapon, he suffers the usual non proficiency penalties, but still gets the +1 bonus.

Fumble—Acid oozes from the psionist's sweat glands; all items touching his skin must save vs. acid; alternately, the psionist gets stuck to the surface during the climb and can not release herself.

Complete Healing

(Psychometabolic Devotion 14)

MAC:	7
PSP Cost:	25
Preparation Time:	24 hours
Prerequisite:	Biofeedback

This power allows the user to heal himself completely of all ailments, wounds, and normal diseases. He must place himself in a trance for 24 hours to accomplish the healing. The trance is deep; it can't be broken unless the user loses 5 or more hit points. During the healing trance, the user's body repairs itself at an incredible rate. At the end of the 24 hours, he awakens, restored to complete health in every regard except for the PSPs expended to use the power. If the user fails his MTHAC0 roll, the power can't be activated; the trance breaks after 1 hour, costing 5 PSPs.

Double Pain

(Psychometabolic Devotion 15)

MAC:	6
PSP Cost:	7
Range:	Touch
Area of Effect:	Individual

By touching another person, the psionist greatly lowers that character's pain threshold. (Even a little scrape will feel like a serious injury.) The effect lasts one turn. During that time, all damage scored against that character is doubled. However, only half of this damage is real; the other half represents the amplified pain. When the char-

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acter's total of real damage and pain reduces his hit points to zero or less, he passes out. He will regain consciousness 1d10 rounds later. At that time he also regains "fake" hit points—those lost only to pain.

If the victim does not pass out in one turn (the duration of this power's effects), damage scored against him is no longer doubled. However, the points of "pain damage" which he has an already incurred will remain in effect for another 1d6 rounds.

Fumble—The power backfires and affects the psionist for one hour.

Ectoplasmic Form

(Psychometabolic Devotion 16)

MAC: 5
PSP Cost: 9
Prerequisite: Metamorphosis

With this power a psionist converts himself to ectoplasm, (a fine-spun, smoky substance). He becomes insubstantial, ghostlike, and able to walk through solid material as if it didn't exist. The psionist is still visible as a wispy outline. He moves at his normal movement rate and in the normal fashion (e.g., if he couldn't fly before, he can't now).

The psionist can also convert the following to ectoplasm his clothing, armor, and up to 15 pounds of equipment that he's carrying. A character using this devotion can be struck against magical weapons of +1 or greater enchantment, or by any monster of 4+1 Hit Dice or more. The Psionist's equipment must remain ectoplasmic as long as he does. Ectoplasmic characters fall as if affected by a Feather Fall spell.

Fumble—The psionist's items become ectoplasmic, but he doesn't. He must use this power again (successfully) to retrieve them.

Enhanced Strength

(Psychometabolic Devotion 17)

MAC: 8
PSP Cost: 7

A psionist can increase his physical Strength score to a maximum of 24 through this devotion (even exceeding his racial maximum). The PSP cost is twice the number of points he adds to his Strength score. (If he fails, he loses half this amount; see Chapter 1.) The maintenance cost per

round equals the number of strength points he has improved.

Physical Strength cannot be raised above 24 psionically.

Fumble—The power backfires and lowers Strength by 1d6 until arrested by this power.

Flesh Armor

(Psychometabolic Devotion 18)

MAC: 6
PSP Cost: 5

The psionist transforms his own skin into armor. No one can see the change, but it's as if he had actually acquired some type of armor. The type of armor his body mimics depends on the result of his power check, as shown in the following table:

Roll	Result
20	Left hand functions as a shield, AC 9
19-18	leather, AC 8
16-17	ring mail, AC 7
14-15	hide, AC 6
12-13	chain mail, AC 5
10-11	banded mail, AC 4
9-	plate mail, AC 3

Because this armor is part of his body, The psionist can enjoy its benefits without suffering any penalty he might have if he were actually wearing that type of armor. The armor created by this power weighs nothing, has no magnetic properties, and in no way encumbers the psionist. The base armor class is not cumulative with armor worn—instead, the better base AC is used. Dexterity bonuses still apply to the new Armor Class, as would devices such as a *Ring of Protection*.

Fumble—The power just grows ugly hair over his body, which must be shaved off or he loses 2 points of charisma.

Iron Will

(Psychometabolic Devotion 19)

MAC: 10
PSP Cost: 4
Range: 0
Preparation Time: 0
Area of Effect: Personal

A psionist with this power has the ability to focus his willpower to extraordinary levels, persevering through conditions that would overcome lesser characters. While maintaining this power, the psionist can temporarily ignore accumulated wounds that would reduce him up to -10 hit points, at which point he dies, just as anyone else would. Up until that point, though, he can fight and use his powers normally with absolutely no interruption at all except for initiating and maintaining the iron will devotion.

While iron will is in effect, the psionist does not lose a hit point every round, as per the normal "-10" rule (see DMG page 75), but he will begin to lose hit points once he ceases to maintain iron will. Smart psionists will bind their wounds before losing consciousness, or they may never wake up afterward.

The psionist can also use his iron will to resist losing consciousness or control of himself through other means. If the effect the psionist is struggling against nor-

mally allows a saving throw (a vampire's charm person ability or a psionic domination, for example) the psionicist gains a +4 on his saving throw while iron will is in effect. If the effect does not usually allow the victim a saving throw (a command or sleep spell, for instance), the psionicist gains the chance to attempt a saving throw versus spells with a -4 penalty.

Iron will acts as a reflexive power. It does not have to be maintained at all times in order to be effective. If a situation arises in which the psionicist needs the iron will power, he can drop what he is doing to initiate it. If he has not yet acted in the round, he has the choice of initiating iron will and aborting his intended action or of forgoing iron will to carry out whatever he had originally planned to do. Otherwise, he is forced to wait until the following round to initiate it.

Lend Health

(Psychometabolic Devotion 20)

MAC:	7
PSP Cost:	4
Range:	Touch
Area of effect:	Psionicist and target

The psionicist absorbs a target's wounds or diseases, in a sense "giving her" hit points or health. (One way to make this power useful is for the psionicist to cure himself with complete healing.)

Unless the psionicist somehow fumbles this power, he can choose how many wounds to absorb—or in games terms, exactly how many hit points to lend the character.

Fumble—The psionicist cures the target of all wounds and diseases, absorbing all of the same; this may be fatal to the psionicist!

Magnify

(Metabolic Devotion 21)

MAC:	8
PSP Cost:	25 x magnification
Preparation Time:	1 round
Prerequisites:	6th level

Magnify allows the psionicist to magnify the effects of another power in all conceivable ways—e.g., double damage, double range, double modifiers, and so on. However, the affected power's initial cost is proportionately magnified, as is its maintenance cost

The psionicist initiates the magnify power first. At the same time, he must designate which power he intends to improve. Unless he maintains the magnification, he must immediately use the power he wishes to improve (in the same round). Otherwise he can maintain the magnification until he uses the affected power (a costly endeavor). Once the power has been performed, magnify must be reinitiated to perform again.

The amount of magnification depends upon the

psionicist's level, as follows:

Levels 6-10	x 2
Levels 11-15	x 3
Levels 16-20	x 4

Fumble—The affected power becomes inoperative for a day.

Mind Over Body

(Psychometabolic Devotion 22)

MAC:	8
PSP Cost:	10/d

Mind over body allows the psionicist to suppress his body's need for food, water, and sleep. In exchange for one hour of meditation per day, all of the psionicist's needs are overcome. He does not suffer hunger, thirst, or exhaustion, nor does he suffer any ability reduction for privation.

The psionicist can also suppress the needs of others while suppressing his own. To do so, he must pay an additional 10 psp, and spend an additional hour per person. Each person being helped in this way must hold hands in a circle with the psionicist during the entire period of the meditation.

The psionicist can survive using this power up to 1 day per experience level, or five days, whichever is more. At the end of this period, or any time prior when he decides to terminate the power, the psionicist collapses from exhaustion, and must rest at least one day per two days spent sublimating his body's needs. Or he can be restored through one day of complete healing. These rules also apply to any characters that the character has aided.

Pheromone Discharge

(Psychometabolic Devotion 23)

MAC:	8
PSP Cost:	2
Prerequisite:	Chemical Simulation (or insect)

This power lets the psionicist's skin give off beneficial odors that affect lower insects. Only insects of animal intelligence are 50 affected, but their impressions of the psionicist can be controlled to rest degree. The psionicist can masquerade as any type of insect, or any class of insect within a society. In hive, the psionicist can impersonate a worker, courtier, even a queen, changing whenever he likes. Changing his odor to that of another insect specific usually draws an attack, which may be useful to the psionicist as a diversion. Any insect of greater than animal intelligence immediately sees the psionicist for what he is.

The psionicist can also perform rudimentary communication with controlled pheromone releases. He can send rudimentary information but has no means to interpret the answers received.

Thri-kreen regard this power as most distasteful, a savage abuse of psionics against the near perfect order of

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common insect life.

Fumble—The insects are so taken with the psionist that they cover him with attention, possibly suffocating him if he doesn't receive assistance.

Photosynthesis

(Psychometabolic Devotion 24)

MAC: 7
PSP Cost: 3/t
Preparation Time: 1 t

The psionist can gain energy and rejuvenation from the energy of the sun using this power. For each turn that he rests in a sunny area while using photosynthesis, he heals one hit point from any damage he may have sustained. If the psionist maintains photosynthesis for an hour or more, he satisfies his need for one meal that day and only requires half of the water would normally have to drink.

The psionist must remain still while using the power, or he gains no benefit from it.

Fumble—The psionist lapses into a light doze and sleeps until roused or struck.

Prolong

(Psychometabolic Devotion 25)

MAC: 6
PSP Cost: 5

When this power is in effect, the range of all powers is increased by 50%, as is the radius of their areas of effect. This has no effect on powers with a range of zero or individual, nor does it alter personal or single-item areas of effect. It does alter powers that affect a quantity of stuff; prolonged disintegration, for example, destroys up to 12 cubic feet of material instead of 8.

Fumble—All ranges/areas of effect are halved for d4 hours.

Psionic Vampirism

(Psychometabolic Devotion 26)

MAC: Victim's MAC
PSP Cost: 2
Range: Touch
Preparation Time: 0
Area of Effect: Individual

Psionic vampirism is the much-feared ability to steal all other's psionic strength in order to replenish the psionist's own. Although it resembles psychic drain, psionic vampirism is different in three important ways first, PSPs are directly drained; Secondly, the victim need not be asleep; and third, the victim need not be humanoid, it only has to have a PSP score. Psionic vampirism is a very painful process, but is not debilitating as psychic drain can

be.

To begin training PSPs from the victim, the psionist must establish physical contact. For each round as the psionist manages to hold on to the victim, he may drain psp. If the physical hold is broken, even for a moment, the power must be reinitiated in order to continue.

MAC roll	PSPs drained	Effect on victim
16-20	3	Pain
11-15	5	-1 Hit and Save
7-10	7	As Inflict Pain
3-6	9	Save or pass out
2	15	Save or deadly coma

Although no permanent damage is caused by this power, it is unpleasant in the extreme and the victim will almost certainly want to fight back. Since the power only works against creatures with a PSP score (psionists, wild talents, or psionic monsters), the victim is probably not helpless and may know a psionic defense to prevent the necessary contact.

Psionic strength drained by this power returns normally, just as if the victim had expended those points himself. If a victim is drained to 0 PSPs by psionic vampirism, he must make a Saving throw versus death or fall Unconscious for 2d6 turns.

Draining a victim of Mental energy is usually all evil act, and psionists who make extensive use of this power will find their alignments gradually twisting toward evil.

Fumble—The psionist provides his intended victim with full contact into his own mind while severing any contact he had established with the victim.

Psychic Drain

(Psychometabolic Devotion 27)

MAC: Host's MAC
PSP Cost: 14
Range: Touch
Area of Effect: Up to 6 minds

Psychic drain enables the psionist to tap into the personal, psychic energy of other people to augment his own psionic strength. Up to six people can be tapped at one time.

PSPs gained cannot be "banked" or added to the psionists current total; they cannot be siphoned off faster than they are used. In other words, when the psionist expends psp, he automatically draws these points from his hosts, unless he specifies otherwise. The psionist must maintain touch contact with the hosts in order to draw psp from them.

A victim of this power must have a combined Intelligence, Wisdom, and Constitution of 30 or greater. Each subject or "host" must first be asleep. Next, the psionist must establish physical contact. Then he or she rolls to hit a person's MAC. If the psionist makes the roll, the person gets a saving throw vs. death magic. If the person

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fails, the psionist "psypsons" 10 PSPs per round. But for every 10 PSPs drained, beyond the store of psp the host has, the characters lose an ability point from Intelligence, Wisdom, and Constitution. This temporary loss lasts d6 days per ability point lost—Lowest stats are restored first.

The highest stats are the first ones drained. The psionist does not have to stop when he exhausts the creature's psionic potential. He can continue until his victim's scores are reduced to 0. Draining any stats beyond 10 can have serious and/or permanent effects:

- 9-8 Temporary amnesia (2-12 weeks)
- 7-6 Permanent amnesia
- 5-4 Worst stat loss is permanent
- 3 All Stat losses permanent
- 2 All Stat losses permanent; coma for d12 days; system shock each day or die.
- 1 All Stat losses permanent; save vs. death or die; appears dead.

Rigidity

(Psychometabolic Devotion 28)

MAC: Victim's MAC
 PSP Cost: 10
 Range: Touch
 Area of Effect: Individual

This power stiffens the joints and musculature of the affected creature, slowing it gradually until it can barely function. Only man-sized creatures and Zombies can be affected, but non-corporeal creatures are not.

The power's effectiveness is measured in stages. The first stage is attained after the initial success of the power. The second stage is reached on the first round that the power is maintained, and the third stage on any rounds maintained after that.

After maintenance stops, the creature gradually recovers its agility, one stage per round until normal:

	To Hit Penalty	Initiative Penalty	AC Penalty
<i>Stage One</i>	1	Slowed 1 phase	1
<i>Stage Two</i>	3	Slowed 2 phases	4
<i>Stage Three</i>	6	Very Slow phase	7

Affected creatures have difficulty communicating physically, and their powers of observation are severely impaired. Spellcasters cannot perform somatic and verbal components if beyond stage one.

Critical Success—Power Starts at Stage 3.

Fumble—Power affects psionist.

Share Strength

(Psychometabolic Devotion 29)

MAC: 5
 PSP Cost: 9
 Range: Touch
 Area of effect: Psionist and target

The psionist can effectively lend his physical strength to another character. The psionist sacrifices two of his own strength points (Strength ability points, not psp) for every single point that the recipient gains.

The duration of this gift is d10 rounds, plus one round per level of the giver. Roll separately for the duration of the lending for giver and the recipient.

Strength of the Land

(Psychometabolic Devotion 30)

MAC: 6
 PSP Cost: 4
 Prerequisite: Lend Health, Share Strength

This power lets the psionist tap into the strength of the local spirit of the land, lending that strength temporarily to one other creature. The affected creature gains 25 "phantom" hit points (the next 25 points of damage taken come off these rather than its own hit points); a +3 bonus to attack and damage rolls, regardless of the weapon used; and an automatic 25% magic resistance. These benefits remain in effect until the psionist ceases maintenance.

There is always the danger of arousing the spirit itself, especially if its strength is being used for destruction of its domain. The base chance of having to explain oneself to the local spirit of the land is 5%. The DM may modify this chance according to the situation. The encounter itself should be role played.

Suspend Animation

(Psychometabolic Devotion 31)

MAC: 6
 PSP Cost: 12
 Preparation Time: 5

This power lets the psionist "play dead," bringing life functions to a virtual halt. Only the most careful examination will reveal that the psionist is still alive. Almost any psionic powers will not turn up evidence of life unless maintained for at least three minutes. Use of Probe or Cosmic Awareness abilities will detect life immediately.

The psionist can suspend animation for a number of weeks equal to the psionist's level—or less. When she wishes to put herself to sleep, she first decides when she wants to wake. Then she makes her MTHAC0 check.