

Psychoportive Powers

— allow psionic travel, moving a character without physical action. Psychoportation is self-referential, requiring the psionist to concentrate on moving a specific distance and direction from his exact location.

Psychoportive powers can be dangerous to use since the psionatrix incident, which some masters say created permanent disturbances within the grey.

Each round that a psychoportive power is used (or maintained), the DM rolls d1000. If the number rolled is equal or less to the number of psp used that round on psychoportation, the following chart is consulted:

001-010	User inflicted with 1-10 cerebral parasites.
011	User stalked by a brain mole.
012	User attacked by a thought eater.
013-020	User infested with 13-20 cerebral parasites.
021-025	User's psychoportive antics get the attention of a party of 1-5 dimensionally travelling psionic NPCs. Powers and response may vary
026-030	Expenditure attracts 26 to 30 cerebral parasites (divide evenly between all within 30 yards of psionist).
031-033	All within 30 yards of psionist are attacked by 1-3 thought eaters.
034	Psionist annoys a cloud ray.
035	Psionist annoys a lesser drake.
036	Psionist annoys a drake.
037	Psionist attracts the attention of the closest residing advanced being (response may vary).
038	Psionist stalked by psurlon.
039	Psionist creates a temporary gate to the grey; numbed (half dexterity) for 1-6 days .
040	Psionist attracts the attention of an Order mediator. (This is OK as long as the psionist has not offended the Order and is not currently doing something that offends the Order.
041-048	Psionist collides with a party of 1-8 dimensional travelers , or forces them to drop out of the grey right next to the psionist. Reaction is annoyed to hostile.
049	Psionist offends a Meorty.
050	Psionist stalked by a psurlon adept.
051-054	Psionist attacked by 1-4 psurlons.
055-060	Expenditure attracts 55 to 60 cerebral parasites (divide evenly between all within 30 yards of psionist).

House Psionics: Psychoportation

1

061-066	Psionist collides with a party of 1-6 high-level psionists (12-19th level) traveling through the grey or forces them to drop out of the grey right next to the psionist. Reaction is annoyed to hostile.
067	Psionist annoys a Mediator of the Order.
068	Psionist is stalked by a nightmare beast.
069	Psionist is stalked by a moonbeast (stalking horror).
070	Psionist collides with an advanced being traveling through the grey or forces it to drop out of the grey right next to the psionist. Reaction is annoyed to hostile.
071-074	Psionist collides with 1-4 members of the Order traveling through the grey or forces them to drop out of the grey right next to the psionist. Reaction is annoyed to hostile.
075 or more	The psionist attracts the affections of the Caller in Darkness, who will not move, but sends mind-controlled representatives to lure or drag the psionist to the Giustenal area.

Note: the number of psp used in psychoportation per round not only adjusts the chance of attracting problems, but affects the danger of the attractable problems!

Note also that the psp used to maintain and initiate psionic powers are added together for encounter purposes.

Revised psychoportive sciences and devotions are described on the pages below.

2 House Psionics: Psychoportation

Sciences

Dimension Door

(Psychoportive Science 1)

MAC:	7 (base)
PSP Cost:	3/r
Range:	50+ yards
Area of effect:	Not applicable

With this power, the user opens a human-sized portal that leads to the edge of another dimension. The edge acts as a lightning-quick transit system, carrying travelers to a destination chosen by the user. A gleaming portal "appears" in front of him. At the same time, an identical portal appears wherever the user wants it (within the power's range). The door can have any orientation desired. Stepping into either portal allows a character to immediately step out of the other. Both doors remain in place as long as the PSP cost is met.

A door has only one side and no thickness; it doesn't exist from the "back" and can't be used to screen missiles attacks. Up to four characters each round can use a door. If a group lines up, 8 can step through a round—though they may end up tripping over each other on the other side:

Commuting via this power is disorienting. Indeed, a traveler emerges dazed and can't attack or move for a round. Even just poking a head through a door requires a system: shock roll. Failure means the hero loses 50% of his current hit points and passes out for 1d6 rounds. Missile attacks made through a door suffer a -4 penalty. Distances between doors adjust the power's MAC, as below:

Distance Between Doors	MAC Necessary to Succeed
50 yards	7
75 yards	6
100 yards	5
150 yards	4
200 yards	3

Diversive Field

(Psychoportive Science 2)

MAC:	7
PSP Cost:	Special
Range:	0
Area of Effect:	Special
Prerequisite:	Psionic Awareness Field, Anchor

This power allows the user to create an area free from Teleportation, Dimension-dooring, and even limited protection from Grey-shifting powers like Phase, Dimension Walk, and Walk the Grey.

Characters transporting into or out of an area protected by a diversive field find themselves transported onto a special platform (psionically empowered with time/space

anchor) chosen by the psionist maintaining the Diversive Field.

The Diversive Field is inexpensive to maintain, but extremely expensive to set up. Maintenance costs 30 psp plus 1 per 100 yards radius per turn; but increasing the field size (or initiating the power) costs this amount squared. For example, to maintain a 500-yard radius field would cost 55 psp per turn, but to set it up would cost 55² or 3025 psp. Fortunately this field can be set up incrementally.

These fields can be set up incrementally, maintained, shrunk, or expanded at will. The initial cost of a maintained field is subtracted from the cost of an expanded field, but a shrinking field does not return psp to the person maintaining the field.

Many psionic masters express bafflement at the question of how so many Sorcerer-kings manage to maintain such large diversive and interceptive fields.

Phase

(Psychoportive Science 3)

MAC:	10
PSP Cost:	4/r
Range:	0
Area of Effect:	Personal

This power allows the user to shift his body into a different frequency of motion, making him transparent to the un-phased world around him. While this power is in effect, the user can walk through solid matter. No physical force or energy can harm him, though other phased objects or creatures can do so.

A phased character can move vertically at 10 feet each round; over solid ground at his normal movement rate, over water or silt at half normal; and through solid matter at one fourth the normal rate. If a character fails to pay the cost while moving through solid matter, he suffers 3d10 hp and psp of damage; if he runs out of psp and hp, then he dies, trapped in the rock.

Note that a phased character isn't affected by gravity. If a hero is falling off a cliff and activates this power, he retains any momentum he had and phases into the ground 20 feet for every 10 feet he falls. He must then have enough PSPs to reverse his fall and phase out of the ground or suffer the consequences noted above.

A phased character receives a +2 bonus to his MAC during psionic combat and gets a +2 bonus to all saving throws vs. mind-affecting magic or. Conversely, his MTHAC0 receives a -2 penalty.

Note that the character's clothing and equipment (except psionic items) do not phase. See Phase Objects devotion below.

Psychic Traveler (Psychoportive Science 4)

MAC: 4
PSP Cost: 2/t
Range: 1 mile per level
Area of Effect: special
Prerequisites: Psychic Clone, Dream Travel

This power allows the user to project a large portion of his psyche away from his body, taking the appearance and substance of his body. The "traveler" will do anything that the psionist wants to (in a psychic sense, the traveler really is him). Meanwhile, the real physical body of the psionist is reduced to a turnip.

Psychic Traveler deceives all detection methods except for Cosmic Awareness and the True Sight spell. The Traveler will, however, trigger abilities that detect the operation of psionics, but the exact operation will not be revealed.

Not only does the psychic body have access to all of its normal psionic powers, but it can use the following psionic powers (if the psionist possesses these powers) without paying a psp cost: Alter Features, Animal Affinity, Body Control, Body Equilibrium, Carapace, Chameleon Power, Displacement, Ectoplasmic Form, Enhanced Strength, Expansion, Flesh Armor, Metamorphosis, Psychokinetic Flight, Reduction, Shadowform.

The psychic traveler is affected normally by mental or psionic attack. It can only move in the same way that the psionist can move, and it cannot move over 600 yards away from the physical body of the psionist.

As a physical manifestation, the psychic traveler affects and is affected as a normal physical body, with one exception: hit point damage is actually translated as PSPs. Perhaps the simplest key to identifying a psychic body is that psychic attacks appear to damage it physically; e.g. a mind thrust might create a spear-like wound, etc. If the psionist reaches 0 psp, the body of the psychic traveler appears to disintegrate; the psionist must make a system shock roll or die; if he succeeds then he awakens with no psp, but no further damage.

Summon Planar Creature (Psychoportive Science 5)

MAC: 7 or 2 or 0
PSP Cost: 40 or 90 or 120
Area of Effect: 1 creature
Prerequisite: Summon Planar Element

Some psionists can use their minds to summon creatures of the planes. The easiest planes to reach are the Grey and the Black, then the Astral and Ethereal Planes, then finally the Inner and Outer Planes. The creature is randomly determined, cannot be controlled by the summoner, and will in fact try to kill the summoner if it discovers her identity.

Fumble—The Creature knows the identity of the

Summon Planar Element (Psychoportive Science 6)

MAC: 8
PSP Cost: 30
Range: 0
Area of Effect: Personal
Prerequisite: Summon Grey/Black Matter

Some psionists can use their minds to summon elements of the inner planes. A character with this ability can sometimes use the element to attack her enemies. Some planes are more useful than others for this purpose—the Para-elemental Planes are most useful for summoning harmful energy.

Plane	Quantity or Damage	Area
Water	5d6 gallons water	1 target
Wind	Knockdown	*
Silt	Blinding/Choking	10' radius
Rain	Sprinkling	10' radius
Fire	2d8 flame	10' cube
Sun	d12/d12 heat	2 targets
Magma	3d8	1 target

Water attacks drench an opponent which may surprise or distract most opponents, but may also damage unusual creatures, put out torches, etc.

Knockdown attacks create a gust of wind 20 yards wide and 20d10 yards long. All in this area must save vs. spells at +2 or be knocked down.

Blinding/choking attacks create a cloud of noxious silt that settles after d6 rounds. Those surprised by the cloud must save vs. spells twice: once to see if they are blinded, and once to see if they choke on the silt for d3 damage.

Sprinkling attacks cause a small, low cloud to appear emitting moderate rainfall in roughly a 10-40 yard radius. The rain lasts 3d12 rounds.

Heat rays strike two times, inflicting 1d 12 points of damage per hit. They can affect two targets.

Flame attacks fill a 10-foot cube and cause 1d8 additional points of damage in the following round.

Magma affects one target, but inflicts 2d8 points of damage in the following round and 1 d8 in the third round.

The psionist's MAC "hit" is not only compared to 10 to see if the element arrive, but also to the AC of the target to determine whether the element is summoned on target. This power is very taxing, and if a psionist attempts to summon planar element more than twice in a single day, she must save versus spells or fall unconscious for 1 d6 turns.

Fumble—The summoned element drenches the summoner.

4 House Psionics: Psychoportation

Time Dilation

(Psychoportive Science 7)

MAC:	Special
PSP Cost:	Special
Range:	0
Preparation Time:	0
Area of Effect:	Self
Prerequisites:	Stasis Field, Time Shift

This power allows the psionist to affect the time stream itself. Speeding up or slowing down its flow relative to herself. Slowing down the flow of time effectively hastes the psionist, while speeding the time flow slows the psionist. The amount of the dilation affects the initial cost of the tower, as shown below.

Haste	Slow	Cost	MAC
x2	x 11/10	18	6
x3	x 1/20	36	3
x4	x 1/50	54	0

If the psionist hastes herself by slowing down the time stream, she can maintain the power for a number of rounds (her own, not everyone else's) equal to her level. Movement, physical attack rates, and even spellcasting and psionic powers increase as well.

However, any spell or psionic power that leaves the psionist's accelerated time stream (for example, casting magic missile at or attempting to contact a non time-dilated target) stands a chance of being disrupted. Each time the psionist tries to do this, she must make a saving throw versus spells to successfully use her spell or devotion in the normal time stream.

If the psionist slows herself by speeding up the time stream, the power lasts a number of her own turns equal to her level. For example, a 6th-level psionist with a 1/20 factor of dilation can make 6 of her own turns stretch out for 120 turns (20 hours!) in the outside world. She can end the power at any time but her perceptions are slowed so much that she is automatically surprised by any enemy that approaches. Note that the psionist consumes food and water and is affected by things like poison at her own pace, so this power can be used to reduce water consumption to zero or to slow poison.

If the psionist is maintaining any other psionic powers, they are paid for only on her subjective rounds. If a psionist was on a ship that sank, she could use levitation and time dilation to hover over the sea until another ship came along, since she is only paying the maintenance cost for levitation in her own creeping time frame.

Fumble—The psionist fails the dilation and must save versus spells or age d10 years.

Walk the Black

(Psychoportive Science 8)

MAC:	4
PSP Cost:	60
Range:	1000 miles
Area of Effect:	Personal
Prerequisite:	Shadow Walk, Shadow Form, Black Sense.

This power allows the user to travel the elusive plane of existence known as the Black. If the user also successfully uses Shadow Walk, she may pass for a denizen of this plane.

The most practical aspect of this Science is that it functions as a long-range Shadow Walk (q.v.). The user can take along up to three companions of her own approximate mass.

Fumble—The destination shadow is somehow absent; the psionist must save vs. spells or be lost in the black; if successful she exits a shadow somewhere else (DM's perverse discretion).

Walk the Grey

(Psychoportive Science 9)

MAC:	4
PSP Cost:	10/person/turn
Range:	Not applicable
Area of Effect:	Personal
Prerequisite:	Dimension Walk, Phase Other, Grey Sense

This power allows the user to bring up to two companions through the Grey, effectively allowing them to dimension travel (q.v.) with her. If the psionist dies or abandons her companions, they are stranded in the Grey.

Wrench

(Psychoportive Science 10)

MAC:	MAC of target
PSP Cost:	10
Range:	Sight
Preparation Time:	0
Area of Effect:	1 creature w/ equipment
Prerequisites:	Phase Objects, Lock

This power allows a psionist to phase a living being and its equipment. The psionist does not have to touch the target, and may choose whether or not to phase himself and his equipment along with the target (and its equipment). If the "other" is unwilling, it gets a saving throw vs. spells to avoid phasing—if it succeeds, neither it nor its gear phases. This power can be used to phase inanimate objects, with the same restrictions described in Phase Objects (except the psionist does not have to touch the target, and does not have to phase with the target.) Inanimate objects up to the psionist's full body mass may be phased at the normal psp cost. Larger objects may be

phased at a cost of 1 psp per pound of the object.

If the psionist does not phase with the target, the "wrenched" target remains phased for rounds equal to the psionist's level—otherwise the power must be maintained round to round. The psionist may attempt to physically force the target into a solid object and release the power, with the dangerous results listed under the Phase listing above.

A phased psionist may be Wrenched back into the material world, after a contest (one psionist's Phase against the other one's Wrench—the lowest successful MTHAC0 roll wins). This power can also be used to wrench a creature with dual-planar existence, such as shadow creatures, elementals, and most undead, completely over to one plane or the other. Creatures over twelve Hit Dice receive a saving throw vs. magic against this use of the power, but other creatures do not. If used in this way, a successful Wrench lasts rounds equal to the psionist's level, and the target is stuck in the material world for the duration. In addition, the target will lose abilities that were based on its dual-planar nature; it may for example:

- Lose d6 AC and MAC
- Hit by normal weapons
- Lose its ability to gate in allies
- Lose some attack immunities
- Lose regenerative powers
- Lose non-psionic teleportive abilities

Devotions

Anchor

(Telepathic Devotion 1)

MAC:	8
PSP Cost:	6
Range:	Self or Touch
Preparation Time:	0
Area of Effect:	Personal
Prerequisites:	Immovability

This power allows the psionist to anchor herself against teleportive and dimensional transportation. The psionist cannot be teleported, phased, dimension-doored, gated to another plane, or otherwise unnaturally transported in place or time—whether magically or psionically. (Obviously this restriction would not apply to magical or psionic levitation, etc.) The psionist may similarly "anchor" anyone or anything in her grasp or within three feet of her body, up to 50 lb/level. Any attempts to transport the psionist or anything within the Anchor's "grasp" must win a psychic contest against the psionist.

Banish

(Psychoportive Devotion 2)

MAC:	8
PSP Cost:	15/r
Range:	5 yards
Area of Effect:	Individual
Prerequisite:	Wrench, Pocket Dimension

With this power, the user can transport a creature against its will to a pocket dimension in the black and hold it there for as long as he chooses to continue spending 15 PSPs per round. The creature being banished must be within 5 yards of the user. The pocket dimension is a featureless, dark environment—the banished creature has literally fallen through its shadow into the Black.

The banished creature returns to its original location as soon as the user stops paying the PSP cost. This boomerang feature won't harm the creature. If the creature can transport between planes, it can try to return prior to the expiration of the power by winning a psychic contest or the equivalent.

Blink

(Psychoportive devotion 3)

MAC:	9
PSP Cost:	4/r
Range:	0
Area of Effect:	Personal

This power allows the user to make a series of random, short-range teleportations that make him very hard

6 House Psionics: Psychoportation

to hit in combat. Each round, the user automatically blinks once at a randomly determined time in the initiative order. Roll 1d10 and note the initiative number of the blink. To strike at the user, his opponents must have a better initiative than his blink time. The user may attempt to strike before he blinks, but he must beat the blink initiative with his own roll or hold his jump until the end of the round. Each blink carries the user 3d 10 feet in a random direction. (Roll 1 d8: 1 = straight ahead; 2 = ahead and to the right; 3 = to the right; and so on.) However, the user's blink won't carry him into a solid object or any kind of danger, such as into a fire or over a cliff, unless he fumbles.

Dimensional Screen

(Psychoportive Devotion 4)

MAC:	6
PSP Cost:	7/r
Range:	0
Preparation Time:	0
Area of Effect:	Special
Prerequisites:	Dimension Door

This power allows the psionist to wrap a dimensional door around his body to protect him from his enemies' attacks. The screen is a shimmering cylinder as tall as the psionist that surrounds him at a range of two feet. Any missile or hand-held Weapon that strikes the screen is instantly transported to a corresponding point on the other side so arrows and spears pass through the space occupied by the psionist without harming him, or even being impeded in their flight.

The protection of the screen also applies to creatures trying to attack with tooth or claw, or other characters trying to grapple the psionist. They pass through the screen, emerging on the opposite side. Most forms of energy, such as lightning bolts or flames, will also be diverted by the screen.

The dimensional screen has two limitations. First, the psionist can't pierce his own screen with any weapon or form of energy (although some psionic powers may be used to mount indirect attacks on opponents outside the screen). Secondly, the screen fails if all object larger than the screen moves into contact with it—so the psionist can't run through a mountain, or ignore the charge of a raging Mekillot.

Clever opponents may find ways to attack the psionist inside his screen. Magical spells like Charm Person, Sleep, or CloudKill project no energy. Psionic powers also may penetrate the screen as described above.

Dimension Blade

(Psychoportive Devotion 5)

MAC:	7
PSP Cost:	5/r
Range:	0
Area of Effect:	Personal
Prerequisite:	Duo-Dimension

A psychoporter can use her control of dimensions to make her sword into an infinitely sharp blade by making it two-dimensional. Almost any hand-held weapon can be altered with this power, even bludgeoning weapons such as hammers or maces. Only jointed, chain, or rope weapons (such as whips, flails, or nunchuks) cannot be made into dimensional blades.

While this power is in effect, the psionist's weapon ignores any armor worn by the victim. Only Dexterity and magical protection apply. For example, a gladiator with an 18 Dexterity in hide armor is AC 6 instead of AC 2. In the case of monsters, the DM must decide if the creature's Armor Class is due to thick, armor-like hide or natural quickness. In addition, the blade gains a +2 to hit and a +2 to damage rolls. The dimension blade can also be used to cleanly sever inanimate objects, such as an opponent's weapon, a stone pillar, or the axle of a wagon. Any object struck by a dimension blade must make an item saving throw versus disintegration or be sliced in half.

Dimension Walk

(Psychoportive Devotion 6)

MAC:	8
PSP Cost:	5/t
Range:	Not applicable
Area of Effect:	Personal
Prerequisite:	Phase

This power lets the user travel from place to place in his own dimension by travelling through the grey. Dimension walk is not disorienting like dimension door, and the range of travel is greater. The user can actually travel through this dimension at the speed of 21 miles per turn. However, this power allows only the user to travel.

For the observer, it appears that the user is phasing, except that he phases into nothingness. The user finds himself engulfed in a featureless, inky grayness. He can't see where he is or where he's going. He has only his instinct to guide him, and he must make a check every turn. If these checks succeed, he'll find himself at his chosen destination when he steps out of the grey realm. If any check fails, he strays off course by several miles. The DM can place the character in any location within the maximum distance he traveled from his starting point. It's up to the user to figure out his location, as the power does nothing to help him gain his bearings.

The user can take with him whatever he can carry, though bags of holding and other dimensional devices spill their contents if taken into the gray realm.

Generally dimensional travel is safe; the user is tem-

House Psionics: Psychoportation

porarily protected against the erosive effect of the grey, but under unusual circumstances, or if the user dawdles over an hour in the grey, DMs are invited to consult their cruel imagination.

Dream Travel

(Psychoportive Devotion 7)

MAC:	7
Psp Cost:	1/25 miles traveled
Range:	Unlimited
Preparation Time:	0
Area of Effect :	Self, equipment, and companions.

Dream Travel is a powerful but unreliable method of traveling from place to place. The psychoporter goes to sleep with the intention of traveling to a given spot, and wakes up in that spot—hopefully. The dream travel process itself is very dynamic and often requires intense problem-solving. It can also turn into quite a nightmare. Companions make this ability more difficult to use; dumb steeds make it near impossible.

This is one of the only Psychoportive powers not affected by Lock or the various Field metapsionic powers. To use dream travel, the psionicist must be asleep. Once asleep, he begins fashioning a dream that involves traveling from his present location to his intended destination. At the beginning of the journey, the DM makes a power check for the character. If the check succeeds, the psionicist reaches his destination after eight hours sleep. If the check fails, then the character will fall short by 5% times the failing MTHAC0 roll.

The DM may or may not require the dream to be described and/or role-played. The player describes the setting and his intentions, and the DM interrupts to change things arbitrarily and throw obstacles in the player's path. If the player overcomes the obstacles and solves problems inventively, the DM may be inclined to give the MTHAC0 check a bonus; conversely, if the dream and/or response to challenge is dull, lifeless, unimaginative, or whiny, the DM may penalize the check (with the player no more the wiser).

The DM should remember that this is a dream; terrain on the journey may not resemble actual terrain, the character may be completely different, and the world may be completely strange. The length of the dream journey should be approximately the same as the real distance, and the final destination should be at least similar to the real destination. Such dream adventures should minimize combat and maximize problems, puzzles, and surreal atmosphere. If combat does occur, it has no effect on the character physically, but if he is killed, he wakes up, right where he started. All dream journeys, successful or not, take eight hours to complete.

When the dream travelers reach their destination, they awaken; their clothing and personal equipment (i.e. that which they were carrying) fades away and appears in the new location.

Passengers: The psionicist can bring other characters along with him in the dream. His MTHAC0 suffers a penalty of one for every sentient, humanoid "passenger". The psionicist must make a separate check at -10 for every intelligent animal (inixes and mekillots qualify). Each animal whose checks fail are left behind, along with all that they were carrying. Creatures that don't naturally sleep, such as Thri-kreen or undead, cannot be taken along as dream travel passengers, although kreen psionicists may adapt to use this skill to meditation and use the devotion.

Duo-Dimension

(Psychoportive Devotion 8)

MAC:	6
PSP Cost:	6/r
Range:	0
Area of Effect:	Personal
Prerequisite:	Dimension Door

With this power a psionicist can alter her own dimensions so that she has height and width, but no depth. She becomes a two-dimensional image that has no thickness; her third dimension is transferred to another plane and remains there as long as she maintains this power. The advantage of this lies in the fact that she simply does not exist if seen from the side, and is thus completely invisible and immune to any attacks from that direction. She can fit through the thinnest cracks by edging sideways, as long as there is vertical clearance for her. The psionicist can move and attack as normal, and she is not invulnerable—she can be attacked normally by any opponent in front of or behind her. While she is two-dimensional, she suffers double damage from any successful attack.

Expansion

(Psychoportive Devotion 9)

MAC:	6
PSP Cost:	3/r
Range:	0
Preparation Time:	1 round
Area of Effect:	Personal

The psionicist can expand his own body proportions in any dimension: height, length, width, or thickness. He can increase any or all of these proportions by 50% of their original size per round. Maximum expansion is four times original size. Once the psionicist attains the desired size, he must maintain the power or begin to shrink at the same rate (50% of original size per round). Growing or shrinking, takes the psionicist's full attention.

Note that this power has no effect on clothing or equipment. Ability scores don't increase either. In other words, the character does not grow stronger simply because he became taller. However, being very big often has other advantages.

Fumble—The psionicist shrinks by 50% until arrested by this power.

8

House Psionics: Psychoportation

Ghost Writing

(Psychoportive Devotion 10)

MAC:	9
Psp Cost:	(#miles distance times, plus #words written)
Range:	Unlimited
Preparation Time:	[while sleeping]
Area of Effect:	Single page
Prerequisite:	Molecular Manipulation, Dream Travel

The psionist can write messages at a distance, on a smooth, flat, blank surface, such as a flat blank page or a painted wall. The psionist must know of the surface's existence and its present location. (If the object is no longer where the psionist remembers it, the power automatically fails.)

The psionist mentally darkens the surface in a thin, continuous line, forming, with time and effort, letters, words, and sentences. After a successful power check, the character can form up to five words per round. The psionist receives no clairvoyance during the power's use—he does not get an impression of whether or not the intended people read his Message, only that it has been so written. Anyone can read the message once transmitted.

Fumble—The psionist spends the psp and thinks he has written the message, but instead has scrawled infantile gibberish all over the walls.

Immovability

(Psychoportive Devotion 11)

MAC:	5
PSP Cost:	7/r
Range:	0
Preparation Time:	0
Area of Effect:	personal

When a psionist makes himself immovable, he is exactly that. A tremendous amount of force is required to uproot him from his spot.

Moving the psionist requires a combined strength total that is at least 10 times greater than his level. If a character is pushing the psionist, and makes a successful bend bars roll, that character can double the strength he's contributing to the total. Even if a group manages to move the psionist once, they may not be able to move him any easier the next time. The psionist remains immovable until he stops maintaining the power.

This power has nothing to do with weight. A character will not crash through the floor because he made himself immovable. He has instead attached himself to the fabric of the universe, which is considerably more powerful than the strongest castle. He does, however, need a horizontal surface as an anchor.

If the psionist's power check results in a 20, he attaches himself so well that even he can't break free simply by shutting off the power. He must pay the cost again

(7 PSPs) to free himself.

Fumble—The psionist can't stop the power; he maintains it until he runs out of PSPs.

Lock

(Psychoportive Devotion 12)

MAC:	8
PSP Cost:	4/r
Range:	30 yards
Preparation Time:	0
Area of Effect:	One creature
Prerequisites:	Anchor

By using this power, a psionist can prevent all other creature within range from teleporting. All forms of dimensional transportation, both magical and psionic, are Locked. (Dimensional transportation includes all psychoportive transportation, and several magical types as well; see Anchor for the definition of dimensional transportation). A creature attempting to teleport while under a teleport lock must win a psychic contest against the psionist, using its teleport score (or level for wizards) against the psionist's teleport lock score.

In addition to interfering with teleportation, this power also prevents magical or psionic blinking and Plane-Shifting. Teleport lock prevents phasing, travel by dimensional doors, shadow walking, dimension walk, dream travel, time travel, etc.

Fumble—The psionist must save versus spells or be dragged along behind the subject when the subject teleports. The psionist suffers 1d8 points of damage and is stunned 2d6 rounds at his new location.

Phase Objects

(Psychoportive Devotion 13)

MAC:	10
PSP Cost:	6/r
Range:	Touch
Area of Effect:	Personal, equipment
Prerequisite:	Phase

This power functions exactly like phase, except that a psionist is able to bring along nonliving equipment (including clothing) up to one-quarter her mass. Living creatures up to Tiny in size clinging to the psionist's body may also be phased, if they and the psionist wish.

With this devotion, the psionist can extend her phasing powers to an object. A boulder blocking a tunnel can be phased in order to allow passage, an enemy's sword can be rendered harmless, or a building can be forced to collapse by reducing its supports to an insubstantial form. The larger an object, the more difficult it is to phase. The rule of thumb is 1 PSP per 10 pounds, with a minimum cost of 10 PSPs. Phasing an object does not harm it. An object being phased cannot be affected by any physical force, but can be affected by other phased objects. A psionist can use this power on his own sword to make it capa-

ble of harming another phased character. In all cases, the psionist phases with the object.

Phased objects retain any momentum they had when they were affected, so a catapult missile will continue in its trajectory—it just won't do any damage when it strikes its target (unless the target is the psionist, who phases with the object and would therefore be struck!). Phased objects that were not moving stay where they were.

If the object is being worn or carried by an unwilling subject, the victim may attempt a saving throw versus spells to avoid the effect.

Fumble—The psionist must save versus spells or disintegrate a random piece of his own equipment.

Pocket Dimension

(Psychoportive Devotion 14)

MAC 10
Psp Cost: 6/r
Range 0
Preparation Time 0
Area of Effect Special
Prerequisites Dimensional Door

This devotion allows a psionist to create a small storage area in extra dimensional space. This storage area is a 5-foot cube, and can contain any amount of weight that will fit in the space provided. The storage area is accessed by a glowing doorway or hatch about 2 feet square. The access always stays in the same place relative to the psionist, much like a *Tenser's floating disk* follows a wizard around. The access can be changed in size from fully closed to 5 feet square at will by the psionist.

Any objects placed in the pocket dimension have no weight or bulk; the psionist could carry 1,000 pounds of rock in his belt pouch, if he desired. However, when the psionist ceases to maintain the power, the contents of the pocket dimension appear at the location of the access and drop to the ground. It is possible to damage things by placing a large object in a pocket dimension, putting the access in a tight space, and then ceasing to maintain the power.

Living creatures in the pocket dimension exhaust the air supply in about 15 minutes; however, the psionist can leave the access partially open to allow air to circulate. The psionist cannot enter his own pocket dimension, but can reach in and retrieve anything inside.

Fumble—Anything the psionist places in the pouch drifts off into Grey.

Psychic Clone

(Psychoportive Devotion 15)

MAC: 6
PSP Cost: 16/r
Range: 600 feet
Area of Effect: Special
Prerequisites: Telesentience, Sight Link, Psychic Messenger

This power allows the user to project a large portion of his psyche away from his body, taking the appearance of his body, except that it has no substance. The clone will do anything that the psionist wants to (as if it were really him). Furthermore, the psychic body has access to all of its normal psionic powers. Meanwhile, the physical body of the psionist is reduced to a turnip.

The psychic clone can only be affected by mental or psionic attack. It can only move in the same way that the psionist can move, and it cannot move over 600 yards away from the physical body of the psionist.

Psychic Messenger

(Psychoportive Devotion 16)

MAC: 5
PSP Cost: 4/r
Range: 200 miles
Preparation Time: 1 round
Area of Effect: Individual

This power allows a character to create an insubstantial, 3-D image of himself or herself, which can appear anywhere within 200 miles and deliver a message. Everyone present can see and hear the messenger. Communication is one-way. The telepath has no idea what is happening around his messenger unless he's using some other power.

Reduction

(Psychoportive Devotion 17)

MAC: 6
PSP Cost: 1 psp/round
Range: 1,000 yards
Preparation Time: 0
Area of Effect: Personal

This power is the reverse of expansion. The psionist can reduce her body's dimensions along any axes: height, length, width, or thickness. The change amounts to 1 foot per psp spent, until the dimension being affected is 1 foot or less. After that, the psionist can halve her dimensions each time she spends a psp. It takes a full round to reduce one foot, or to halve dimensions. One psp per round is also required to maintain the reduced size, or the psionist will expand back to her original size at the same rate that she reduced.

For example, let's assume that Buffy (a half-giant psionist) stands twelve feet tall. Eleven psp (and rounds) reduce her

10 House Psionics: Psychoportation

height to 1 foot, and two more psp (and rounds) reduce her height to 3 inches. To remain at three inches, Buffy must spend one psp per round. When she stops spending psp, she will grow to six inches, then twelve, then grow one foot per round until she reaches her original twelve feet.

Now let's say instead that Buffy wishes to make her arm thin enough to fit through a keyhole. At its thickest point, Buffy's arm measures sixteen inches in diameter. Five rounds and psp reduce her arm to 1/2 inch thick, without altering the length of her arm at all. She can now slide her arm through the keyhole and unlock the door from the inside.

Of course, with a sixteen-inch diameter arm, Buffy could probably have knocked the door down instead of resorting to such an intricate psionic maneuver, but it would be unwise to remind a powerful half-giant of this fact after she had gone through all the trouble.

Shadow Walk

(Psychoportive Devotion 18)

MAC: 7
PSP Cost: 9/r
Range: 1,000 yards
Preparation Time: 0
Area of Effect: Personal

Shadow walk is a devotion that allows the psionist to use the Black to instantly cross a space between two shadows. The psionist can step into any shadow larger than his own body and teleport to any other shadow in range. If he can see the shadow he is teleporting to, the cost is 9 PSPs; if he is teleporting blindly to a shadow that he cannot see from his current location, the cost is doubled. All of the psionist's equipment and anything he is carrying is transported as well.

This power is usually ineffective in bright lay light or on very dark nights. It works best in twilight conditions. The psionist may use his own shadow to shadow walk.

Fumble—The psionist must save versus spells or accidentally summon 1d4 shadows, who appear from his own shadow and attack him.

Stasis Field

(Psychoportive Devotion 19)

MAC: 6
Cost: 20/r
Range: 0
Preparation Time: 0
Area of Effect: 30 yards
Prerequisites: Anchor, Temporal Orientation

A stasis field is a region in which time slows to a crawl and energy is reduced to a meaningless fizzle. When created, the stasis field surrounds the psionist like a bubble. It can have yard per each level of his experience. For example, a 10th-level psionist can create a field with up to a 10-yard radius.

From the outside, the stasis field looks like a shimmering completely smooth silver globe. When something presses against the field, it gives slight resistance, but the object passes through.

Inside the field, all is murky and dim. Light filters in from the outside, but it turns gray. A light source inside is only one fourth as bright as usual as seen from the outside.

Time is only about 60 times slower in a stasis field. That is, for every round (or minute) that passes inside, an hour elapses outside. (This dilation is not apparent to those inside the field, however.) Each round the psionist spends inside the field, he must pay 20 Points to maintain the stasis field. Energy and motion also change inside a stasis field. Energy magicks cast from the outside—e.g. fireball, magic missile, cone of cold, etc, have no effect; the spells appear and fizzle in midair. From the perspective of the outside, movement is slowed down considerably on the outside; from the perspective of those inside the field, those on the outside frequently move at invisible speeds. Psychic attacks, telepathic powers, and kinetic powers cannot pass through the field either way.

If the psionist keeps the stasis field centered on himself, it moves with him. He can transfer the focal point of the field to anything he touches, however. Then he can move freely within the field, or even leave it. If he does leave the field, the cost to maintain the field changes to 1 psp per round on the outside.

While outside the field, the psionist can roam up to 100 yards from it and still maintain the field. However, he cannot maintain the field from the outside. To move it again, he must re-enter it.

Summon Grey/Black Matter

(Psychoportive Devotion 20)

MAC: 10
PSP Cost: 20
Range: 60 yards
Area of Effect: Special
Prerequisite: Wrench, [Black Sense and/or Grey Sense]

Some psionists can use their minds to unlock the energies of the Grey and the Black, and use it to attack their enemies. The psionist's MAC "hit" is not only compared to 10 to see if the grey or black matter arrives, but also to the AC of the target to determine whether the matter strikes on target.

Plane	Attack Type	Damage
Grey	Energy Drain	d6 + numb for 2d6 rounds (half dexterity)
Black	Cold	2d6

Cold attacks affect all creatures in a cone 20 feet wide, with its point at the psionist's location.

Numbness attacks affect a single creature, and cause the loss of d3 points of Strength and Dexterity for d4 turns. The creature automatically loses initiative for d6 rounds.

You can't summon what you can't see. The psionicist may only summon Black Matter if she possesses the "Black Sense" devotion, etc.

Summon Planar Energies

(Psychoportive Devotion 21)

MAC: 4
PSP Cost: 30
Range: 60 yards
Area of Effect:
Prerequisite: Summon Planar Element

Some psionicists can use their minds to unlock the energies of other planes. A character with this ability can summon energy from the planes and use it to attack her enemies. Some planes are more useful than others for this purpose—the Quasi-elemental Planes are most useful for summoning harmful energy.

Plane	Attack Type	Damage
Radiance	Incandescent	d20/d20
Lightning	Lightning	3d8
Salt	Dehydrating	4d4
Positive	Energy	3d12
Negative	Energy	3d12

Incandescent attacks strike twice in a round and can affect one or two targets.

Lightning affects all creatures in a path 5 feet wide between the psionicist and the target.

Dehydrating attacks affect all creatures in a 10 foot cube and affect victims as a ray of enfeeblement.

Energy attacks affect one target. Undead creatures must save versus spells or be destroyed by positive energy attacks, and negative energy attacks cause living creatures to save versus spells or lose a level.

The psionicist's MAC "hit" is not only compared to 10 to see if the energies arrive, but also to the AC of the target to determine whether the energies strike on target. This power is very taxing, and if a psionicist attempts to summon planar energies more than twice in a single day, she must save versus spells or fall unconscious for 1d6 turns.

Time Blink

(Psychoportive Devotion 22)

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

This power allows the psionicist to skip forward in time randomly.

Roll	Reappears in phase:
1	Very Fast (imperceptible blink)
2	Fast phase

House Psionics: Psychoportation

3	Average phase
4	Slow phase
5	Very Slow phase
6	Next round, re-roll for phase

This power is most useful to smaller creatures, who can attack in the VF phase.

Note: The initiative phase system is detailed in *PLAYER'S OPTION: Combat and Tactics*. Each round has five "phases": Very Fast, Fast, Average, Slow, and Very Slow. All sizes of creatures are assigned a personal speed: Tiny and small creatures are "very fast", Medium is "fast", Large is "Slow", and Huge and bigger creatures are "Very Slow." Personal speed is the time that it takes to make a physical non-weapon attack (like punching), or to use psionics. This would give a halfling the initiative advantage over a half-giant in psychic combat. All spells and weapons have speeds: weapon speeds and casting times of 1-3 are very fast, 4-6 are Fast, 7-10 are average... Each creature attacks either in their personal speed, or in the speed of the action that they are taking: whichever is slower.

Time Duplicate

(Psychoportive Devotion 23)

MAC: 8
PSP Cost: 22
Range: 0
Preparation Time: 0
Area of Effect: Personal
Prerequisites: Time shift

This power allows the psionicist to travel forward in time to borrow a future self, bringing it back to aid him in the present and creating an identical duplicate of himself. The psionicist only travels a round or two into the future, and creates a strange hiccup in his own existence. The effect looks something like this:

First Round: The psionicist initiates the power. To observers, it looks as if nothing has happened.

Second Round: The psionicist's self from round three arrives, so there are now two psionicists. Both can act normally during this round, but the future self gains some advantages since he's already lived through this round once and knows what to expect.

Third Round: The psionicist journeys back to round two to help himself, so there are no psionicists here. He has no existence at all during this round.

Fourth Round: The future psionicist who was borrowed from round three returns at the same spot and in the same condition he was in when round two ended. The time duplicate has ended.

In the second round, the future self has the option of automatically winning the initiative (Since he knows what's going to happen) or holding his attacks until the end of the round. In any event, the future self gains a bonus to Armor Class, +4 bonus to saving throws, and a +2 bonus to any attack rolls he makes.

If the future self is injured or killed, there is no effect

12 House Psionics: Psychoportation

on the present psionist, other than the fact that he can cringe in anticipation of the wounds he's going to get and possibly die from. However, any injuries to the present self are immediately duplicated on the person of the future psionist.

Fumble—The psionist taps a possible future in which he has been slain in the next round. He must save versus spells or become catatonic for 1d6 hours.

Time Shift

(Psychoportive Devotion 24)

MAC:	8
PSP Cost:	16/round (up to 3 rounds)
Range:	0
Preparation Time:	0
Area of Effect:	Personal
Prerequisites:	Time Blink, Anchor

This power allows the psionist to travel one, two, or three rounds forward in time. The psionist can choose to travel up to three rounds into the future and observe things until time catches up with her. She sees everything frozen around her just as if it will be when that moment in the future actually arrives.

The psionist enters a different reality when she uses this power. No one in the "still life" that surrounds her can see or detect her in any way. She can freely move through the environment, placing herself anywhere that she wants when she returns to normal time. Even "simultaneously" time-shifted characters are invisible to each other until this power has elapsed. To people in real time, the character simply disappears and reappears later.

A psionist maneuvered into position receives one +4 to one attack because of the obvious advantage of positioning an ideal attack.

Fumble—The psionist is disoriented for the number of rounds she intended to shift.