

Telepathic Powers

—involve the contact of two or more minds (psyches). Unless otherwise stated below, each telepathic power only functions on other minds if psychic contact (q.v.) is first established either consensually or through psychic combat.

Even once contact is established, these contact-requiring powers operate less efficiently on minds of different physiologies. Note that these penalties are not cumulative: a living thri-kreen has no more difficulty Dominating a Dwarven banshee than an undead war beetle.

Difference	MAC Penalty
Same Race	0
Human to elf	-1
Mammal to bird	-2
Warm- to cold-blooded	-4
Mammal to Arthropod	-6
Mammal to Mollusk	-7
Animal to Plant	-8
Living to Undead	-10

Sometimes a psionist inexplicably finds it impossible to affect a contacted mind. If the telepath has already successfully used a telepathic power on a target mind, rolling a 1 will have no effect other than temporary failure. But if the telepath rolls a 1 while trying to affect a contacted mind, she will be unable to affect that mind with telepathic psionics until she advances another level of experience.

Powers List

Telepaths are common in Athasian society. Almost every powerful person employs one or more telepaths to guard against any hostile influences or attacks that may be directed at him. The telepath functions as a bodyguard and a valued adviser who is often the client's right-hand man. Even the sorcerer-monarchs employ telepaths to watch over their other minions and ensure their continued loyalty to the crown.

Slavery creates an enormous demand for psionic guards capable of quelling any uprising with but a thought. Templar patrols often include a telepath to interrogate witnesses and suspects. The great merchant caravans often require telepathic assistance to keep the mekilots docile and direct them in their work. A telepath will never lack for work, as long as he is willing to perform tasks of overseeing, domination, or animal control.

Telepaths are also the finest communicators in Athas. With mindlink, a character can instantly contact any person he knows. Merchants make extensive use of this ability, and the master psionist of the house is introduced to every caravan captain or outpost agent in the dynasty.

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Diplomacy is another arena in which rapid communications are important. Most city-states don't trust their neighbors enough to make a high-ranking psionist available for direct contact, but the city-states do maintain embassies with each other. Usually, at least one member of the embassy is a skilled psionist who can report news quickly to his sorcerer-king.

In an adventuring party, the telepath is useful. He can eliminate one foe at a time with his mental attacks. However, he's best used to circumvent or confuse defenses by distracting sentries, controlling guards, and so forth.

Preparation Time

Preparation time works differently for some telepathic powers. "Preparation time: C" means that the power can be initiated instantaneously after contact. "C + RT" means that the required time after contact is equal to the Real Time necessary for the player to speak the words into the subject's mind. "C + *" means that the time from contact to full effect depends on the situation, and what the attacker is trying to accomplish (Hallucination, for example). These unique situations are described in the description of the power itself.

Range

Range is zero unless otherwise stated—meaning that the area of effect originates at the psionist. Several powers list a range of "normal senses"; this means that the psionist must see, hear, or touch the target in order to use the power. Powers that strengthen normal senses (Blindscape or All-round vision, Heighten Senses, detect life, the Infravision spell, the Detect invisibility spell, etc.) could be used to initiate a "normal senses"-range power, but powers that substitute for normal senses (Clairvoyance, etc.) cannot be used in this way. Certain powers (such as psychic clone) exist which do allow the psionist to use these powers from a distance beyond normal senses.

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Sciences

Domination

(Telepathic Science 1)

MAC:	8
PSP Cost:	6/r
Preparation time:	C+ RT
Range:	30 yards
Area of Effect:	Individual
Prerequisite:	Mindlink

This power only can be used on an open mind. With it, the user projects mental commands into the mind of one other being. The dominated target knows what's happening, but he can't resist the user's will, so he is forced to do nearly anything the user wishes. The target's abilities remain unaffected by this power, and he can be made to use any power he possesses—assuming the user knows about it. Domination doesn't reveal facts or secrets about the target.

When domination is attempted, the target makes a saving throw vs. spell. If successful, the target isn't dominated. If the save fails, the target falls under the user's control for as long as the user pays the PSP cost. The PSP cost is dependent on the target's level, as shown below. Later, if the target is forced to do something against his alignment, he can attempt another saving throw to regain his free will.

Target's Level	PSP Cost
1-5 levels or HD	6
6-10 levels or HD	12
11-15 levels or HD	22
16-20 levels or HD	32
21+ levels or HD	50

Empower

(Telepathic Science 2)

MAC:	4
Range:	Touch
PSP Cost:	Varies
Area of Effect:	One item
Prerequisites:	Encharge, Entune

Characters using this science imbue an item with rudimentary intelligence and psionic ability. The process requires extraordinary time and effort, and is not something to be abandoned for other pursuits. Unlike the devotion encharge, items created with this science tend to be more powerful, sophisticated, and complex.

Item Requirements: An item must meet two requirements before it can be empowered. First, it must be of exceptional quality—worth 250% to 500% of the normal cost for an item. Second, it must be newly constructed. The process of empower must

begin within 48 hours after the item is manufactured. If it's delayed longer, the item cannot be empowered—all attempts automatically fail. If the item meets these two requirements, the psionist can begin the empowerment.

Step One: At the start of each day, the psionist must prepare the item to receive psionic power. This costs 30 PSPs and requires a MAC check. If this check fails, the day is wasted; no further progress can be made until the next day. If a second check fails, which takes the process beyond 48 hours, the item cannot be empowered.

Step Two: If the item has been prepared, the psionist can give it access to a discipline. It can have access to only one discipline, never more, and the psionist must have access to it as well. This step cost 70 PSPs and requires a MAC check.

Step Three: The psionist can attempt to empower the item with any single power he knows within the chosen discipline (the item must have been properly prepared on the same day). The psionist must make two successful MAC checks: first, a check for the chosen power (using that power's MAC score), and second, another empower check. If both checks are successful, the item has that psionic power, with a MAC two points below the psionist's. At the conclusion of Step Three, the psionist must spend another 70 PSPs.

Step Four: The psionist can imbue the item with another power by repeating Step Three. The item can acquire one power per day, if properly prepared.

Step Five: Prior to sealing the item (see Step Six), the MTHAC0 of the item needs to be determined. The base MTHAC0 of any psionic item is equal to half the psionist's level, rounded down, subtracted from 25. For example, a psionic item created by a 12th level psionist would have a base MTHAC0 of 19 ($12 \div 2 = 6$; $25 - 6 = 19$). The psionist can improve the MTHAC0 of the item by expending additional PSPs. For every 30 PSPs spent the MTHAC0 is improved by one (to a total number of days equal to half the psionist level, round down). The psionist can only reduce the MTHAC0 once per day, and the item must be successfully prepared each day.

Step Six: When the item has acquired all the power which the psionist intends to give it, the psionist then seals the powers within the item. To do this the item must be prepared (see Step Two), and requires a MAC check. Once sealed, the item can never gain any additional powers—but it can't lose them either. An item that has not been properly sealed loses one power per month until it is just a normal object again.

An empowered object has 6 PSPs per devotion and 9 per science. It has an Intelligence score equal to its maker's Intelligence minus 1 d6 points, with a minimum of 12. Its ego is 2 points per devotion and 3 points per science. Additional PSPs can be added to the item by permanently exchanging PSPs of the psionists to the item. This is done before the object is sealed, and requires a MAC check. For example, a psionist with 106 PSPs can give 6 PSPs to

an object, permanently reducing his total to 100 PSPs.

The alignment of an object matches its creator. Psionic weapons tend to have their own personality and like all intelligent weapons will try to assert their independence. The empowering process must be unbroken. If a day passes in which the psionist does not at least try to prepare the object, its is finished as is. He cannot even try to seal the powers, and they'll wear off over the course of time.

Fumble—The psionist accidentally places his own psyche into the item; his body lives on as a vegetable for d12 days, and then gives up and dies.

Empathic Projection

(Telepathic Science 3)

MAC:	9
PSP Cost:	5/r
Area of Effect:	10 Yard Radius
Prerequisite:	Send Thoughts

This power allows the user to send emotions to everyone within the radius—to even those not contacted. The power cannot radically change a character's emotional state. However, a very angry character could be made only slightly angry. This only changes emotions by degrees.

A psionist can use this power to bolster a character's courage. The psionist can remove any fear effect that is currently affecting a character, automatically dispelling it. This use of suppress fear ends the terror created by the spells cause Fear, Emotion, Eyebite, Fear, Scare, Spook, and Symbol, as well as the psionic powers of Invincible Foes and Phobia Amplification.

If the psionist uses this power on a character who has not been frightened yet, the subject gains a temporary bonus of +4 to any morale checks or saving throws against magical or psionic fear effects. If the spell or power would not normally allow a saving throw, the psionist may attempt a second power check to see if his fear suppression defeats the effect anyway. This protection lasts one turn, plus a number of rounds equal to the psionist's level.

Fumble—The psionist affects himself rather than the target.

Hallucination

(Telepathic Science 4)

MAC:	7
PSP Cost:	7/r
Range:	100 yards
Preparation Time:	C + *
Area of Effect:	Individual
Prerequisites:	Sight link, false sensory input

This science allows the psionist to project Visions or images into the victim's mind. In effect, it is like a psionic phantasmal force. The psionist can make his victim believe he is seeing, hearing, or feeling almost anything.

The psionist can attack the victim with hallucinatory monsters or spells, deceive the victim by making a company of soldiers resemble a grove of palms, or even make him think that a flagon full of acid actually contains cool, refreshing water.

In general, the rules for adjudicating illusions on pages 84 and 130 of the *Player's Handbook* are appropriate for determining the effects of any hallucinatory effects. If the psionist carefully constructs the hallucination and provides the victim with what he expects to see, the victim may not even receive a saving throw. The physical effects of hallucinations are psychosomatic; the victim may believe he is being mauled by a monster, but he is not really being harmed physically. Maintaining a hallucination requires full concentration on the part of the psionist. If he makes a physical attack or initiates another psionic power while maintaining this power, the victim instantly receives a saving throw versus spells with a +4 bonus to break free of the hallucination.

Interceptive Field

(Telepathic Science 5)

MAC:	6
PSP Cost:	Special
Preparation Time:	1 hour
Area of Effect:	Special
Prerequisites:	Psionic Awareness Field

This science allows the psionist to intercept telepathic and clairsentient harbingers crossing over into a sealed-off area. While Psionic Awareness and Diverisive fields are common, only the most paranoid sorcerer-king (Daaskinor) maintains an interceptive field over a large area.

An interceptive field is inexpensive to maintain, but extremely expensive to set up. Maintenance costs only 1 PSP per 10 yards radius per hour; but increasing the field size (or initiating the power) costs this amount squared. For example, to maintain a 300 yard radius field would cost 30 PSP per hour, but to set it up would cost [30x30] or 900 PSP. Fortunately this field can be set up incrementally.

While the initiation of this power is detectable by psionic sense, the maintenance is not. The field is a flattened bubble centered on the psionist; its upward and lower radius equals 10% of its outward radius. Once the field is set up, it blocks anyone from attempting to psionically or magically scry into the field from the outside, or to mentally contact someone on the outside.

For practical reasons, large-scale Interceptive Fields are invariably set up and run by groups of psionists using Superior Convergence, which allows psionists to leave, rest, and return to the convergence circle.

Fumble—The psionist (and all those he is converged with) thinks the power is successful, and maintains it with no effect save expenditure of psp and time.

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Mindflame

(Telepathic Science 6)

MAC:	7
PSP Cost:	30
Area of Effect:	5' by 20' cone (up to 6 creatures)
Prerequisites:	8th level, synaptic static

Some psionics can project a wave of deadly mental force that can destroy lesser intellects. The science of mind flame allows a psionist to attack all creatures in the area of effect with a mental barrage that can incapacitate or even kill its victims. The area affected by the power is a cone 20 feet long and 5 feet wide, with its apex at the psionist. Up to six victims in this area can be affected.

Victims who are psionics can protect themselves against the effects of mind flame by throwing up a simple mind blank or other defense, but any creature that does not know a psionic defense mode can be affected. The effects vary with the victim's level or Hit Dice

Level or HD	Effect
Less than 1	Comatose for d6 days, lose d3 points of Intelligence
1 to 2	Unconscious for 2d4 turns, lose 1 point of Intelligence
2+1 to 4	Paralyzed for d4 turns
4+1 to 8	Stunned for 2d6 rounds
8+1 or more	Dazed for d3 rounds

Regardless of the effect, the victim is entitled to a saving throw versus death to avoid the effects of the mind flame. Creatures rendered comatose by the mind flame must make a second saving throw versus death or die at the end of their unconsciousness. Creatures rendered unconscious must make a second saving throw or lapse into a coma (without the risk of death).

Stunned creatures may not move, attack, initiate psionic powers, or cast spells, and suffer a -2 penalty to Armor Class. Dazed creatures may move at half normal speed, attack with a -2 penalty, and defend normally. They must make a successful saving throw versus spells to initiate a psionic power or cast a spell.

The effects of the mind flame can be corrected by psychic surgery, a limited wish, or a cure serious wounds its or more powerful healing spell.

Mind flame is exhausting to the psionist; if invoked more than once in a day, the psionist suffers a -4 to his MTHACO for 24 hours. It is also a very dark use of one's inner strength, and psionics who maim lesser intelligences will find their alignments moving toward evil.

Fumble—The psionist burns out this power and may not attempt mind flame again for 2d8 weeks.

Mindlink

(Telepathic Science 7)

MAC:	8
PSP Cost:	7+/r
Preparation Time:	C + RT
Range:	Normal senses
Area of Effect:	Individual

This power only can be used on an open mind, allowing the user to communicate wordlessly with any intelligent creature. This is two-way communication. It isn't the same as mind reading, because the user receives only those thoughts the target wants to send. Language isn't a barrier to mind link.

In Game terms, only words, not images are communicated.

Mindwipe

(Telepathic Science 8)

MAC:	5
PSP Cost:	8/r
Range:	50 Yards
Preparation:	Time: C+*
Area of Effect:	1 creature
Prerequisites:	Mindlink, Probe

Mindwiping is a crude form of psychic surgery which affects the subject's IQ (like a temporary lobotomy). The telepath systematically seals off portions of the subject's mind, making whatever knowledge was contained there inaccessible.

When a mindwipe is attempted, the victim saves vs. spells. If he succeeds, the mindwipe is thwarted for one round, but next round the psionist can try again.

Each round of mindwiping has two important, immediate effects. First, it reduces the victim's intelligence and wisdom scores by 1 point. Second, it reduces his experience level or hit dice by 1 point.

These reductions have considerable impact. All characters may lose languages or proficiencies and their magical defense adjustment. Experience level and hit dice losses affect everything except hit points. The victim keeps all of his hit points regardless of what is wiped from his mind.

Intelligence and wisdom losses affect wizards and clerics as if those losses were permanent. Clerics lose bonus spells, their chance of spell failure rises, and eventually they cannot cast spells. Wizards suffer reductions in their maximum spell level, their chance to learn spells, and their maximum spells per level.

When the number of available spells at a spell-level drops, a character must make an ability check before casting a spell of that level. Wizards roll an Intelligence check. Clerics roll a wisdom check. Both use current scores. If the check succeeds, the character can cast the spell. If it fails, he has forgotten the spell and can't cast any spell that round.

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Mindwipe only seals off information; it doesn't erase it. All of a character's lost wisdom, intelligence, and experience levels can be restored through psychic surgery.

This power has no effect against creatures with neither stats nor hit dice.

Probe

(Telepathic Science 9)

MAC:	8
PSP Cost:	10/r
Preparation Time:	C + RT
Range:	2 yards
Area of Effect:	Individual
Prerequisite:	ESP, Identity Penetration

This power only can be used against an open mind. With it, the user can dig deeply into a target's subconscious. If the target fails a saving throw vs. spell, then all of his memories and knowledge are accessible to the user from memories deep below the surface to those still fresh in the target's mind. The information is true (or at least the target believes it to be true).

A probe can be tried during melee if the user is close enough and the target's mind is opened. The user knows when a probed spell caster is casting a spell and what the general effects of that spell are. The user can learn the answer to one question per round, though DMs can alter this rate. Complex questions and answers may take longer than a round to resolve.

Psychic Surgery

(Telepathic Science 10)

MAC:	8
PSP Cost:	9
Preparation Time:	C + *
Range:	Touch
Area of Effect:	Individual
Prerequisite:	Probe, 7th level

This power allows the user to repair psionic damage. He can operate on himself if need be, but the power's MAC improves to 5. Phobias, aversions, idiocy, comas, seizures—all these mental ailments and more can be treated and cured. However, curses or magical conditions such as charms can't be cured by this power. Nor can the surgery cure possession, though it can identify such a condition and force psionic combat. Most such ailments can be cured in 1 turn. If the MTHAC0 roll fails, the problem is too great for the user; he can try again when he gains a new experience level.

This power has two special uses. First, it can help characters unleash their wild talents. If the user performs this kind of operation successfully, the patient gains a +2 bonus to his wild talent roll.

Second, the user can make the effect of any telepathic power permanent without any PSP costs. The power isn't bestowed upon the recipient, only the effect. This has the

following restrictions: 1) The power must have a range greater than 0; 2) the surgeon must know the power and successfully use it on the patient; 3) the user can't do this type of operation to himself or another psionicist; 4) only one power can be made permanent per turn, and 5) if the MTHAC0 roll equals the MAC number, the procedure takes 2 turns. Likewise, this power can also remove a permanently implanted power.

Split Personality

(Telepathic Science 11)

MAC:	8
PSP Cost:	15/r
Preparation Time:	d4 rounds
Area of Effect:	Personal
Prerequisites:	Safe Contact, 10th level

This is not a psychosis; it's the power to divide one's mind into two independent parts. Each part functions in complete autonomy, like two characters in one body. Both parts communicate fully; both can use psionic powers, even at the same time. That means a split personality can use twice as many psionic powers per round. (The character's total number of PSPs remains the same, however, with both personalities drawing from it.) Alternately, one personality can use psionic powers while the other does something else—e.g., converse, ponder a puzzle, or control the body in melee. Thus, split personality allows a character to fight physically and psionically at the same time.

Mental attacks directed against the psionicist affect only half of the mind. Contact must be established separately with each half. If one half is destroyed, controlled, or subdued somehow, the other half can continue fighting independently and retains control of the body.

Before he attempts to make his personality whole again, the psionicist must make a saving throw vs. paralyzation if any of the following is true: 1) he does not control both portions of his mind, 2) he has unrepaired psychic damage, or 3) is suffering unwanted contact. A successful save means that his mind returns to complete health and throws off all undesired influences. Failure means that the afflicted portion of his mind becomes dominant and he passes out for 1d6 turns, but regains consciousness free of undesired influences.

Fumble—The character passes out for 1d6 turns.

Superior Convergence

(Telepathic Science 12)

MAC:	7
PSP Cost:	40
Range:	50 yards
Preparation Time:	C +
Area of Effect:	Individual
Prerequisites:	Empower, Learn Skill, Convergence

This science allows the psionicist to Converge with

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other psionics with the converge devotion (q.v.), but in this convergence, psionics may drop in or out of the convergence at will, and the others who remain may maintain any powers that they have already initiated. Furthermore, the group may maintain up to five powers as a group, no matter who drops out of the convergence, as long as at least one member of the group possesses Superior Convergence.

Like convergence, this power requires an initial PSP but no maintenance cost. At least two characters are required to maintain this power. Anyone who drops out of the greater convergence (even the last members to drop out) is left with only 1 PSP. Extra psps are lost.

Switch Personality

(Telepathic Science 13)

MAC:	MAC of Victim
PSP Cost:	40
Range:	Touch
Preparation Time:	C+1 round
Area of Effect:	Psionics and Subject
Prerequisites:	10th level, Mind Link, Telepathic projection

Some psionics can literally put themselves in another man's (or woman's) shoes. This science allows the psionics to switch his own mind with someone else's. In effect, they exchange bodies. The other person's mind inhabits the psionics's body, while the psionics's mind inhabits his subject's body. The switch is permanent, and lasts until the psionics uses this power to reverse it.

Each character gains the other's physical attributes. However, both minds retain all their own knowledge and knowledge-based abilities. For example, a telepath who switches minds with a 10th level fighter gains a body with that fighter's hit points and physical attributes (Strength, Constitution, and Dexterity). However, he retains his own THACO, proficiencies, and so forth.

The switch takes a turn to complete, and the process is quite traumatic. At the end of the turn, both characters must make system shock saving throws using their new Constitution scores. A character who fails this roll lapses into a coma for 1-100 hours.

Bodies that have undergone a personality switch tend to degenerate. Both characters must make a Constitution ability check every day. If a check fails, the character loses one point of Constitution. If his Constitution drops to zero, he dies.

This constitution loss is temporary, but it does not reverse itself until the personalities are restored to their proper bodies. At that point, both bodies recover one point of constitution per day.

The psionics does not lose his psionic powers if his constitution drops below 11. However, PSP bonuses do drop.

Ultrablast

(Telepathic Science 14)

MAC:	5
PSP Cost:	75
Preparation Time:	3 rounds
Area of Effect:	50' radius
Prerequisites:	Mindflame

A character using psionic ultrablast can overwhelm and damage nearby psyches. To do this, he casts thought waves in all directions. In laymen's terms, the psionics "grumbles" psychically for three rounds. Then his consciousness bursts forth and a horrid, psychic scream penetrates all minds within 50 feet. Victims may never be the same again.

All characters within 50 feet of the psionic ultra blast must save vs. paralyzation. Failure means they pass out for 2d6 turns. Those who pass out must immediately save vs. paralyzation again. If they fail a second time, they lose all psionic power. Only psychic surgery can help them recover this loss.

Although the blast does not affect the initiator, the risks are great. If the MTHACO roll fails, he becomes comatose for 1d10 days. Some characters may think he's dead.

Fumble—The initiator must save vs. paralyzation or die. If he lives, he loses the use of all his psionic powers for 2d6 days.

Devotions

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Making a monster forget everything does not necessarily make it a nice person. General personality traits remain despite the loss of memory.

Fumble—The power backfires, and the psionist becomes amnesiac himself for 2d10 turns.

Acceptance

(Telepathic Devotion 1)

MAC:	8
PSP Cost:	4/turn
Range:	30 yards
Preparation Time:	C+ 1 round
Area of Effect:	Special
Prerequisite:	Mindlink

This power lets the psionist make one or more individuals docile and passive in captivity. The psionist gains no special control over the creatures, but their strong emotions associated with captivity are nullified.

The power affects the psionist's level in Hit Dice of creatures, provided they are in range. If more Hit Dice than that are in range, the smaller creatures are affected first (excess Hit Dice are lost). Creatures under this power do not escape, attack, starve themselves, or disobey basic commands (to move, sleep, work, etc.). They are not charmed and have no love for their captors.

The creatures remain under the power as long as they stay in range and the psionist continues to pay the maintenance cost. Especially harsh treatment may cancel out the power's effectiveness. Allow mistreated creatures a saving throw vs. paralyzation in such circumstances.

Fumble—The captive creatures become bent on escape and disrupt their captor's plans until they escape or are slain.

Amnesia

(Telepathic Devotion 2)

MAC:	9
PSP Cost:	5
Range:	200 yards
Preparation Time:	C
Area of Effect:	Individual
Prerequisites:	Mindlink

This devotion allows the psionist to interfere with the memory of a contacted creature. As long as amnesia is maintained, the subject is unable to remember anything that occurred prior to the psionist's contact with his mind. The victim does remember events that occur in his amnesiac state, so he can recall conversations or events that have occurred since the amnesia began.

The exact effects of amnesia are left to the DM, but generally the victims remember how to talk, how to walk, how to eat, and other physical skills. Knowledge-based skills such as spell casting, psionics use, or lock picking would be temporarily forgotten, but talents such as proficiency with the bow or tumbling would not be.

Attraction

(Telepathic Devotion 3)

MAC:	7
PSP Cost:	8
Range:	200 yards
Preparation Time:	C
Area of Effect:	Individual
Prerequisite:	Send thoughts

The opposite of aversion (see below), this power create an overwhelming attraction to a particular person or thing—be it an item, creature, action, or event. A victim of this power will do whatever seems reasonable to get close to the object of his attraction.

The key word is reasonable: The victim is completely fascinated, but he doesn't suffer from blind obsession. He won't leap into a fire or over a cliff, for example, or climb into the arms of a tarrasque (a biped killing machine). He can still recognize danger, but he will not flee unless the threat is strong and immediate. And if the danger is not apparent, (such as poison in a goblet of wine), the character could easily destroy himself in pursuit of the attraction.

Aura Alteration

(Telepathic Devotion 4)

MAC:	8
PSP Cost:	10
Preparation time:	C+ RT
Range:	30 yards
Area of Effect:	Individual
Prerequisite:	Psychic Surgery, Aura Sight

This power only can be used on an open mind. With aura alteration, a psionist can temporarily disguise a character's alignment, disguise her level, or remove aura afflictions like curses, *Geases*, and *Quests*.

Disguising a character's alignment or level is the easiest to do. The disguise is temporary, lasting only 1d6 hours. It has no effect on the character's real alignment or class, but a psionist with aura sight will be fooled by the fake aura.

Because curses, geases, and quests are imprinted on the character's aura, they can be removed with this power. A psionist who tries this suffers a -6 penalty to his MTHAC0 check and must expend 20 PSPs/r instead of 10.

Psionists can also use this power with special temporary effects—to forgive the focus of Dwarves, or to stabilize the alignment and personality of Half-Giants. If the alteration is successful, the recipient is affected for days equal to the psionist's level, +3d12 hours.

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Alignment Stabilization lets the psionist keep one half-giant on the same alignment. While stabilized, the half giant does not change his alignment. The psionist cannot change the half-giant's alignment, only keep it from changing. A half-giant willingly submits to this power if informed about it—at any given instant, a half-giant is convinced that his current alignment is the best possible, and has no argument about keeping it.

Focus Forgiveness acts on one dwarf, temporarily suppressing his overriding need to pursue a focus. While it is maintained, the dwarf forgets his current focus, and even the need to work towards his focus—very un-dwarflike behavior. The dwarf loses all benefits he had for pursuing his focus while under the influence of this power. If the target dwarf encounters other, focused dwarves, he considers their behavior bizarre. Other dwarves see him as insane, but the target politely ignores suggestions that he is acting abnormally. No dwarf willingly submits to this power. If the power fails, or when it is no longer maintained, he most likely reacts with violence towards the psionist if he can identify the culprit.

Fumble: The psionist's patient must make a saving throw vs. spells to avoid losing one experience level. (A slip of the psychic scalpel can close off vital parts of the brain.)

Aversion

(Telepathic Devotion 5)

MAC: 7
PSP Cost 8
Range: 200 yards
Preparation Time: C
Area of Effect: individual
Prerequisite: Send Thoughts

The victim of this power gains an aversion to a particular person, place, action, or event. He will do everything he can to avoid the object of his aversion. He will not approach within 20 yards, and if he is already within 20 yards, he will back away at the first opportunity.

The aversion is "planted" in the victim's brain for one turn. It cannot be maintained for another turn unless the psionist maintains contact throughout that turn.

Awe

(Telepathic Devotion 6)

MAC: 6
PSP Cost: 4
Range: C
Area of Effect: 20 yards
Prerequisite: Send thoughts

This power only works on an open mind. With it, the user can cause another character to hold him in awe. Characters affected by this power are mentally cowed they sense the user's "awesome might." They have no desire to serve or befriend the user, but they won't attack him unless

forced to do so. If possible, they'll avoid the user completely and take the first opportunity to escape his presence.

Back Door

(Telepathic Devotion 7)

MAC: MAC of subject
PSP Cost: 6/h
Range: 0
Preparation time: C
Area of Effect: 3 yards
Prerequisites: Post-hypnotic suggestion, passive contact

This offensive power allows the user to implant a "back door" in someone's mind, allowing psionist to return the subject's mind subtly and without any sort of psychic contest. The check must be made both on implantation of the back door, and on re-entrance to the subject's mind. If the check is failed, the back door disappears.

Beast Mastery

(Telepathic Devotion 8)

MAC: Creature's MAC
PSP Cost: 20/day.
Range: 100 yards
Area of Effect: Individual

A psionist uses this power to gain control over psionic beasts. This telepathic devotion is only available to psionists of 21st level and greater. This power controls only psionic creatures of animal, semi-, or low intelligence. It does not affect humanoids or undead.

The DM will determine which creatures can and cannot be controlled using this power. Once the psionist has successfully contacted the creature, the psionist must successfully "hit" the creature's MAC in order to trigger this power. On a successful check, the psionist is able to control the creature for the rest of that day. The maximum number of creatures that the psionist can control is equal to his level above 20th. Once the power is ended, the controlled creature wanders away towards its habitat.

While controlled, the creature uses all of its abilities as the psionist wishes. The creature must still eat, and if taken out of its natural environment, it may perish if not properly cared for. Creature and psionist share an empathic link (free of cost), but if they become separated over 300 yards, the power fails and control is lost.

If a controlled creature is slain, the psionist suffers its loss severely. He immediately takes HP damage equal to the dead creature's hit dice, and must save vs. Paralyzation or be knocked unconscious for d20 rounds.

Convergence

(Telepathic Devotion 9)

MAC:	10
PSP Cost:	8
Preparation Time:	1 round
Area of Effect:	10 yards
Prerequisites:	4th Level

When psionics put their heads together, the results can be impressive. Convergence allows psionics to link their minds into one synergetic being—an entity more powerful than the sum of the individual parts.

There is no limit to the number of psionics who join minds. Each participating psionist must know the convergence power, however, and each must make a successful power check in the same round. Then they are linked. All their PSPs flow into a single pool, from which each draws his strength. If one participant knows a power, now anyone in the group can use it.

Each participant can use psionic powers at the normal rate per turn: one defense and one other power per round. If the group is attacked psionically, the attack must overcome every working defense. If it does, the attack affects every character in the convergence as many as possible.

When the convergence is discontinued, PSPs that remain in the pool are evenly divided among all the participants. Fractions are rounded down, and no individual can exceed his usual maximum (extra points are lost).

Fumble—The power fails, and the fumbling character is affected with Aversion towards the other characters for d6 turns.

Daydream

(Telepathic Devotion 10)

MAC:	10
PSP Cost:	4
Range:	100 yards
Preparation Time:	0
Area of Effect:	Individual
Prerequisite:	Mindlink

By using this power, the telepath causes someone's mind to wander. This is only effective against characters with intelligence 14 or less who are not concentrating hard on the task before them, but are just going about their business in a casual, relaxed manner.

Once affected, the daydreamer pays little attention to his surroundings, making it much easier for someone to pick his pocket, slip past him unobserved, or otherwise escape his notice. Thieves gain a 20% bonus on their pick pockets, move silently, and hide in shadows scores. Other characters can perform these tasks as an average 4th level thief: Pick Pockets 45%; Move Silently 33%; Hide in Shadows 25%. The DM can assign chances for success to other types of skulking and skullduggery.

Ejection

(Telepathic Devotion 11)

MAC: Own MAC
PSP Cost: 20
Preparation time: 1 round
Area of Effect: Self + contact
Prerequisites: Cannibalize

This defensive power allows the user whose mind has been breached to draw on reserve PSPs (e.g. via cannibalize devotion) and slam his mind shut. This can be risky for both the psionist and for anyone maintaining a psionic power when ejection is used: both are affected as if struck by the Mindflame science. Saving throws apply to both parties.

Fumble—Only the psionist is affected as if struck by the Mindflame science, and the contact remains.

ESP

(Telepathic Devotion 12)

MAC: 6
PSP Cost: 6
Preparation time: C
Area of Effect: 1 creature

This power only works on an open mind. Extrasensory perception (ESP) allows the user to read someone else's mind. The user can only perceive surface or active thoughts. He can't use ESP to explore a target's memories or delve into his subconscious. Most intelligent creatures tend to think in words, so language can be a barrier to understanding. Unintelligent creatures think in pictures. Magical thought, such as when a wizard casts a spell, is unintelligible to this power. However, the user can recognize such thoughts as part of the spellcasting process.

False Sensory Input

(Telepathic Devotion 13)

MAC: 6
PSP Cost: 5
Range: Normal Senses
Preparation Time: C+*
Area of Effect: individual
Prerequisite: mindlink

This devotion allows the psionist to falsify someone's sensory input—making the victim think that he sees, hears, smells, tastes or feels something other than he really does. The selections are somewhat limited. Nothing be completely hidden or made to disappear, and everything must retain its general size and intensity.

For example, a human could be made to look like a dwarf, but not like a parrot. A slamming door could be made to sound like a thunderclap or a cough, but not like rustling water. Oil could be made to taste like garlic, not like water.

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Fumble—The psionist cannot see, hear, or otherwise sense the intended victim for 1d4 rounds, except psionically.

Hivemind

(Telepathic Devotion 14)

MAC: 9
PSP Cost: 2
Range: 60 yards
Area of Effect: personal

This power is only available to Thri-kreen characters, other insects with psionic powers, and other psionists who use the insect mind telepathic devotion (see above). With hivemind, the psionist can draw upon the mental energies of a host of his insect comrades to temporarily increase his PSPs.

Thri-kreen can gain PSPs from other thri-kreen of the same pack within range. Other insects gain PSPs from their own kind within range. Characters using insect mind can choose one variety of insect within range to draw upon. All those within range gain an immediate bonus to the psionist's PSPs, according to their size.

Smaller insects contribute fewer PSPs, but their numbers often more than make up for this. The PSPs are gained instantaneously; even if the insects move away before they are all used, the psionist keeps them. The psionist is taking advantage of the species-mind common among insects; the insects within range do not lose any psionic PSPs when the psionist uses this power.

Fumble—All insects within range immediately seek out the psionist and attack.

Identity Penetration

(Telepathic Devotion 15)

MAC: 8
PSP Cost: 6
Range: 100 yards
Preparation Time: C
Area of Effect: Individual
Prerequisite: Mindlink

Identity penetration allows the user to determine the target's true identity in spite of polymorphs, illusions, disguises, etc. A single successful use of the power allows the user to determine name, profession, race, or gender.

Fumble—Until he gains another level, telepath cannot penetrate the identity of the current target.

Impossible Task

(Telepathic Devotion 16)

MAC: 9
PSP Cost: 6/d
Range: 100 yards
Preparation Time: C+RT
Area of Effect: 1 person
Prerequisite: Mindlink

This power forces the victim to think that a given goal is unachievable, regardless of the reality of the situation. The psionist must be familiar with the victim and what he is trying to accomplish. The power must be directed at one particular task, something easily described. The task can be simple, like "travel from Tyr to Altaruk is impossible" or more complicated, such as "further study in magic will be fruitless." The victim acts accordingly—other characters cannot convince him that his task is possible. If the psionist cannot narrow down the task effectively, describing it in just a few words, the DM can nullify the effects.

This power can have no effect on a dwarf's focus. However, other tasks the dwarf is undertaking can be affected.

Fumble—The victim is instead made to believe that his goal is easily accomplished and redoubles his efforts to complete the task.

Inflict Pain

(Telepathic Devotion 17)

MAC: 5
PSP Cost: 3+
Range: Touch
Preparation Time: C
Area of Effect: Individual

This power can only be used on an open mind. It is a particularly nasty form of torture, although no actual harm is inflicted on the target and leaves no marks or scars. But it causes excruciating pain of any sort the telepath desires. Only evil characters can learn this power freely; others find their alignments twisting toward evil if they learn and use this power.

If the target is an NPC who is being questioned, he must make a saving throw vs. paralysis to withstand this agony. If he fails the save, he or she begs for mercy and answers questions as the DM sees fit. If the user finds a way to employ this power in combat, the target still gets the saving throw. Success means he grits his teeth and keeps on fighting. Failure means the pain imposes a -4 penalty to his attack rolls that round or disrupts and ruins spellcasting.

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Insect Mind

(Telepathic Devotion 18)

MAC:	7
PSP Cost:	3
Preparation Time:	1 round
Area of Effect:	Self

With this power the psionist attunes his mind to be like that of an insect. This makes dealing with insects easier both psionically and personally.

The psionist does not suffer the -6 penalty for contact with an insect or arachnid mind while this power is maintained. He instead receives a -6 penalty for contact with non-insect minds, and they suffer that same penalty when contacting him.

Also, with a greater understanding of insect thinking, the psionist gains a +2 bonus to his Charisma score when dealing with insects. Conversely, he suffers a -2 penalty to his Charisma score when dealing with non-insect minds.

This power is commonly used when dealing with thri-kreen. Ambassadors to thri-kreen nations usually bring along a psionist with this power. The power does not confer the ability to communicate—other powers must be employed. This power can be maintained while other powers are being used.

Fumble—The psionist attains insectoid intellect, but is perceived as a drone or worker—insects simply won't listen and may attack if the psionist is persistent.

Invincible Foes

(Telepathic Devotion 19)

MAC:	8
PSP Cost:	6
Range:	100 yards
Preparation Time:	C
Area of Effect:	Individual
Prerequisite:	Mindlink

This power only can be used on open minds. The victim of this devotion believes that any blow struck against him will cripple or kill him. Even if the blow actually causes just one point of damage, the victim thinks he's dying, and that he can no longer fight. He falls to the ground in horrible pain.

A character who is struck while under the effect of this power won't recover until a turn later, even if the psionist stops concentrating on him and turns his attention elsewhere. As long as the character was under this effect when the blow was struck, he's out for 10 rounds.

Even if the victim of this power is never actually struck, his behavior is likely to change. Fully expecting the next blow to kill him, he may stop attacking and simply parry, or try to flee, or even surrender and beg for mercy. If the character has not been struck, however, the psionist must keep renewing the power every round; otherwise future blows will affect him normally.

"Invincible Foes" can also work in reverse. In other words, an attacker can be made to believe that every blow he strikes is fatal. The belief is strong enough to create an illusion: Even if the attacker barely scratches his foe, he sees the "victim" lying down, mortally wounded. He will continue to imagine that opponent lying on the ground until the opponent attacks again (it doesn't matter who he attacks; any attack breaks the illusion).

This reversal has several consequences. Characters who have been "killed" can simply walk away from the fight, leaving their "corpses" behind. Or they can move into position and attack again, gaining a +2 to hit. After this happens three times, the affected character must make a saving throw vs. spells. If it fails, he becomes convinced that his foes are unkillable and reacts accordingly (PCs, of course, are free to react as they see fit).

Invisibility

(Telepathic Devotion 20)

MAC:	6
PSP Cost:	3
Range:	100 yards
Preparation Time:	C
Area of Effect:	Individual
Prerequisite:	Mindlink

This power only can be used on open minds. It differs significantly from the spell invisibility. This is a delusion that affects specific minds, not an illusion that affects everyone; the only real change occurs in those whose minds were opened. Thus, the user must open each mind he wants to deceive, for only to these minds will he appear invisible. He can see himself, and so can anyone whose mind wasn't opened. Only beings within 100 yards can be affected by this power.

The user must make a separate MTHACO roll for each delusion and pay a separate PSP cost for each. A delusion is defined as one invisible character as perceived by one other being. The user can make anyone who is human size or smaller invisible with this power, not just himself. Note that this power affects hearing and smell as well as vision.

Fumble—Target becomes very aware of psionist.

Learn Skill

(Telepathic Devotion 21)

MAC:	8
PSP Cost:	5/hour
Range:	10 feet
Preparation Time:	1 hour
Area of Effect:	Personal
Prerequisites:	6th level

Learn Skill allows the psionist to learn a language or mundane skill (a weapon or non-weapon proficiency) possessed by someone willing to be mentally contacted. This skill is learned in 1 hour per charp cost of the proficiency learned, and the user "knows" the skill for as long as he

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maintains this power. If the user spends the charps, he can permanently learn the skill.

Non-weapon proficiencies that affect magical abilities (such as Signature Spell) cannot be learned unless the user is a wizard as well as a psionist. Magical spells and special racial or class-derived skills cannot be learned through this ability, and charp penalties (for learning proficiency from another character class) apply fully.

The user of this skill can halve his psionic training time, if he has a very, very, trusting psionic teacher who knows the new psionic powers that the user wishes to gain.

Mammal Mind

(Telepathic Devotion 22)

MAC:	7
PSP Cost:	2/hour
Range:	Self
Preparation Time:	1 round
Area of Effect:	Self
Prerequisite:	Id Penetration

Insect and Reptile psionists have the same difficulty using telepathic powers on mammals as vice versa; some use this discipline to overcome this difficulty. As other similar powers, this discipline also allows mammals to more easily affect the user, and interferes with contact with other insects or reptiles.

Mind Bar

(Telepathic Devotion 23)

MAC:	7
PSP Cost:	1/turn
Preparation Time:	C
Area of Effect:	Individual

Mind bar is a magician's bane and the telepath's boon. It gives the psionist 100% magic resistance against charm, confusion, ESP, fear, feeblemind, magic jar, sleep, and suggestion spells. It also offers complete protection against possession of any sort.

In addition, mind bar protects a psionist against all telepathic powers, except the five psionic attacks. No telepathic power can affect a barred mind unless the telepathic attack prevails in a psychic contest (the defender uses mind bar).

This defensive power protects the user against probes, unwelcome mindlinks, and other powers and spells that read or detect thoughts or perceptions (such as Sight Link). Mind Bar gives the user a +2 MAC bonus and a +2 to saving throws when defending against such effects.

Mysterious Traveler

(Telepathic Devotion 24)

MAC:	9
PSP Cost:	2
Range:	60
Area of Effect:	Special
Prerequisite:	Send Thoughts

This power starts a rumor about the psionist's whereabouts. The subjects take extraordinary notice of the psionist's dress, appearance, mannerisms – and spend an entire day remarking about the traveler they have seen.

Their memory is entirely accurate except when it comes to his direction and mode of travel. A subject may say he was an "extraordinary elf, who made his way south out of town on the back of an albino mekilot," and insist an hour later that he "made from town to the northwest." All characters within the power's area of effect pass on those rumors all day. Characters who personally know the psionist are unaffected. Unaffected people who hear the rumor respond normally.

The rumor can throw pursuers off the right track. Used in a city's market, the collective rumors quickly place the psionist all over town. Used among nomadic elves, the psionist might be rumored to be all over the seven cities in a matter of days.

Fumble – People in the area of effect are so taken with the PC that they try to follow him for 24 hours.

Passive Contact

(Telepathic Devotion 25)

MAC:	9
PSP Cost:	1
Range touch:	(Unlimited)
Preparation Time:	C
Area of Effect:	Individual
Prerequisites:	MindLink, Mind Bar

With this power, the psionist can establish a constant yet passive mental link with another character. The subject must be willing, and the psionist must successfully initiate passive contact while the subject is in his presence. After the power has been established, the subject can go anywhere he likes while still maintaining a tenuous link with the psionist.

This link allows the subject to get the psionist's attention by sending out a mental call. The psionist gets a tingle in his mind that lets him know that his passive contact wants his attention. Presumably, the psionist will then respond by trying normal contact and mind link with the subject to find out what's going on.

Passive contact is useful because it gives the psionist's non-psionic friends a way to get in touch with the psionist when they need his help.

Fumble – The psionist believes he has successfully Initiated the power, but the subject will not be able to get

his attention.

Phobia Amplification

(Telepathic Devotion 26)

MAC:	9
PSP Cost:	5
Range:	Line of Sight
Preparation Time:	C
Area of Effect:	Individual
Prerequisite:	Empathic projection, Mindlink

This power only can be used on open minds. This power allows the psionist to reach into someone's mind and discover his greatest fear, then amplify it to the point of irrationality. A victim who fails a saving throw vs. spells believes he is imminently threatened by the object of this fear, even if it is completely absurd. A character with a fear of falling, for example, is convinced he could pitch over a cliff at any moment—even while on an endless prairie—unless he stands absolutely still.

The reaction of the frightened character depends on the fear. He will defend himself if attacked (unless defending himself is somehow tied in to his phobia). A wizard may teleport away or use other spells to guarantee his safety. Other characters might freeze in place or flee for their lives. But all of their actions will be geared toward protecting against the fearsome object or situation.

This fear lasts as long as the psionist maintains the effect. Once he stops, the fear fades back to its normal proportions, probably leaving the character slightly shaken and more than slightly chagrined.

Fumble—The psionist affects himself.

Plant Mind

(Telepathic Devotion 27)

MAC:	6
PSP Cost:	4
Range:	0
Preparation Time:	3 rounds
Area of Effect:	Personal

With this power the psionist attunes her mind to plant life. She gains a better understanding of the plant's existence and can better deal with any intelligent or psionic plants she encounters. Normally, there is a -8 penalty for contact with a plant, but while plant mind is in effect, the psionist does not suffer this penalty. Instead, she has a -8 penalty for contact with non plant Minds.

Plant mind does not allow the psionist to communicate with plants, but it does give her a +2 bonus to her Charisma score when dealing with plants.

Fumble—The psionist slips into a vegetative slumber, remaining rooted to the spot for 2d 10 hours.

Post-Hypnotic Suggestion

(Telepathic Devotion 28)

MAC:	7
PSP Cost:	3/HD
Range:	100 yards
Preparation Time:	C+*
Area of Effect:	Individual
Prerequisite:	Mindlink

This power only can be used on breached minds. Any creature with an intelligence between 7 and 17 can receive a post-hypnotic suggestion (very dim or very brilliant creatures are not susceptible). The psionist plants a suggestion of some reasonable course of action in the creature's subconscious, along with the situation that will trigger this action. When that situation arises, the DM rolls for an MTHAC0 score at that time, with a cumulative -1 penalty per day since the suggestion was planted.

A "reasonable course of action" is one that does not violate the creature's alignment or class restrictions. It can be something that he would not normally do, but if it is too strange, he just won't do it.

The cost is a one-time payment, made when the suggestion is implanted.

Psychic Anesthesia

(Telepathic Devotion 29)

MAC:	MAC of target
PSP Cost:	6
Preparation Time:	2-12 turns or C
Range:	300 yards
Area of Effect:	1 target psyche
Prerequisite:	Sensory Suppression, Post-Hypnotic suggestion

By initiating this power immediately after breaching a psyche, the psionist can cause the target to forget that she was psychically attacked or breached.

15-20	Forgets the last mental attack
9-14	Forgets the last 2 mental attacks
8 or lower	Forgets the last 3 mental attacks

Fumble—The Victim not only remembers the attacks, but manages to close his mind; the psionist loses the contact.

Psychic Blade

(Telepathic Devotion 30)

MAC:	MAC of target
PSP Cost:	5+
Range:	0
Area of Effect:	Personal
Prerequisites:	6th level, body weaponry

With this power, the psionist creates a semi-tangible

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manifestation of his psychic attack that is shaped like a sword and can be wielded as a weapon in physical combat. Any living creature struck by the psychic blade suffers 1 d6 points of damage, plus 1 additional point per extra 2 PSPs the psionist wishes to spend. The victim must also make a saving throw versus death or be stunned and unable to act for 1 d6 rounds. Psychic blade damage is treated as punching damage; 25% is real, and 75% is temporary damage that is recovered within one turn of the end of the encounter.

The psychic blade is an extension of the psionist's own life energy, and it is treated as a +2 weapon for purposes of striking monsters immune to normal weapons. Because the blade is the psionist's very life, it conveys special touch attacks back to his own body. Creatures that drain energy levels automatically drain a level from the psionist each time he strikes them with a psychic blade. Monsters without minds (oozes, slimes, jellies, elementals, and golems) cannot be harmed by the psychic blade.

Fumble—The psionist weakens himself in the attempt to create the blade, suffering 1d4 points of damage.

Psychic Impersonation

(Telepathic Devotion 31)

MAC:	10
PSP Cost:	5
Range:	Self
Preparation Time:	1 round
Area of Effect:	Individual
Prerequisite:	ID penetration

This power enables a psionist to mask his own aura and thought patterns, and make them match someone else's perfectly. To accomplish this, the psionist must first probe the subject he wishes to impersonate.

Psychic impersonation does not alter any of the psionist's other features. It only changes his identity to other creatures with psionic powers. Even then, a psychic contest with identity penetration or probe can penetrate the disguise.

While psychic impersonation is in effect, the user's MTHACO is reduced by 1. The user is disguised from Identity Penetration, but a probe will require a psychic contest to determine if the prober has any idea that something is unusual.

Psychic Impersonation cannot be used to disguise someone's alignment and level from Aura Sight—this feat would require Aura Alteration.

Reptile Mind

(Telepathic Devotion 32)

MAC:	7
PSP Cost:	2
Range:	0
Preparation time:	1 phase
Area of effect:	personal

This power allows the psionist to temporarily reshape his thought processes to simulate a reptile mind. He does suffer a -4 penalty when trying to contact non-reptilian minds, if they are trying to contact him.

The power does not let the psionist communicate with reptiles; this requires other powers. This power can be multiplied while other powers are being used.

Fumble—The psionist is automatically noticed by all reptiles in the area, regardless of intelligence, and they see him as an intruder on their territory.

Repugnance

(Telepathic Devotion 33)

MAC:	8
PSP Cost:	8
Range:	200 Yards
Preparation Time:	C
Area of Effect:	Individual
Prerequisite:	Mindlink

This power only works on an open mind. This power makes any place, person, or object repugnant to a character. That character is so overwhelmed with loathing for the "thing" that the character will seek to destroy it as completely and quickly as possible.

If this destruction is strongly against the character's alignment, the character gets to make a saving throw vs. spells to shake off the effect.

Safe Contact

(Telepathic Devotion 34)

MAC:	6
PSP Cost:	4
Range:	Special
Area of Effect:	Individual
Prerequisites:	Mindlink, Mind Bar

This power lets the user to create a "buffer" construct through which she can allow another mindbender to contact her without leaving herself vulnerable to psychic attacks or hostile psionics that require psychic contact, such as Domination.

For some reason this power is less effective against Post-Hypnotic Suggestion: this discipline, if successfully used within a "safe" contact, allows the attacker to affect the defender if the attacker wins a psychic contest—the defender does realize, though that she has been affected.

Fumble—The psionist thinks she has used the power correctly, and accidentally allows the other mindbender to establish actual contact.

Send Thoughts

(Telepathic Devotion 35)

MAC:	8
PSP Cost:	3
Range:	Range of Sight
Area of Effect:	Individual

This power is one of the only powers to work on a closed mind, allowing the user to send his thoughts to another mind via one-way communication. He can send information or simply use the power to distract the target. If the target is a wizard casting a spell, he gets a save vs. spell. If the wizard fails his save, his concentration is broken and the spell fails. If the target is distracted while in melee combat, he receives a -2 penalty to all attack rolls. Again, a save applies. The thought must be expressed in eight or fewer words.

Sensory Suppression

(Telepathic Devotion 36)

MAC:	7
PSP Cost:	4/creature
Range:	100 yards
Preparation Time:	C*
Area of Effect:	Individual
Prerequisites:	Mindlink, invisibility

This devotion allows the psionist to temporarily blind or deafen an opponent by interfering with the brain's reception of sensory information. The victim's eyes or ears still work fine, but the mind cannot process the information. The psionist must individually contact each creature he wants to affect and make a separate power check for each subject.

The victims remain blinded or deafened for as long as the psionist pays the maintenance cost to keep the power going. Blinded characters suffer a penalty of -4 to all attacks, saves, and Armor Class. Deafened characters suffer a -1 penalty, but the penalty could be increased depending on the circumstances. (For example, a character trying to use his blind fighting proficiency to engage a foe in total darkness is very susceptible to being deafened.)

Fumble—Psionist blinds himself for 2d8 rounds.

Sight Link

(Telepathic Devotion 37)

MAC:	6
PSP Cost:	5/t
Range:	Unlimited
Area of Effect:	Individual
Prerequisite:	Mindlink

Only usable against open minds, this power lets the user tap into another's visual senses, allowing him to see whatever that being sees. The user's own vision is unaffected. If the linked character is subjected to a gaze attack, the user must make an appropriate saving throw or also be affected by the gaze.

Sound Link

(Telepathic Devotion 38)

MAC:	6
PSP Cost:	5/turn
Range:	Unlimited
Area of Effect:	Individual
Prerequisite:	Mindlink

Only usable against open minds, this power lets the user tap into another's visual senses, allowing him to see whatever that being sees. The user's own vision is unaffected. If the linked character is subjected to a gaze attack, the user must make an appropriate saving throw or also be affected by the gaze.

Telepathic Message

(Telepathic Devotion 39)

MAC:	4
PSP Cost:	1/mile
Range:	Unlimited
Area of effect:	1 recipient
Prerequisite:	Send Thoughts

This devotion allows the psionist to send a telepathic word-message or simple image over great distances, but it is very costly in terms of psychic energy. As with Send Thoughts, this message may not contain over eight words, and does not require contact. But if the recipient is expecting the message, and accepts it, the psp cost to the user is halved.

DM Note: Overly complex images are viewed more fleetingly by the recipient. (A reasonable level of complexity for this power is a humanoid face). If the player spends too long describing the image sent (i.e. the game starts to drag), you may opt to hand the offending player a pen and paper and give him one minute to draw.

Critical Success—The base psp cost of the message and all subsequent messages for 24 hours are halved.

Fumble—The psionist sends the message to someone else that she knows or knows of. The DM may roll on the reaction chart to determine whether the psionist sends

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the message to a person that is friendly, indifferent, hostile, etc.

Undead Mind

(Telepathic Devotion 40)

MAC:	4
PSP Cost:	2
Range:	0
Preparation time:	5 rounds
Area of effect:	Personal

This devotion allows the psionist to use telepathic devotions against most undead, without the ordinary MAC penalty of -10. It also allows telepathic undead to more easily affect the user. Note that truly mindless undead will not be affected by powers that require a recipient mind, such as Post-Hypnotic Suggestion and Mindlink.

Powerful psionic undead frequently possess the equivalent Living Mind power, allowing the undead to more easily affect (and be affected by) the living.

Fumble—The psionist forgets she is a living creature, and takes on undead personality attributes (up to DM's malevolent imagination).