

Psionics

Psionics are powers of the mind – made manifest through intense concentration. This rule-set introduces new races, classes, a new skill, and, of course, psionic powers as well as psionic monsters and items.

RACES

Dromites are insect-like humanoids and get a +3 natural armor bonus to **AC**.

Druegars are dwarves of the deep and get a +2 to **STR**.

Elans, humanoid aberrations, get a +1 bonus to all **saves**.

Half-Giants get a +4 **STR** and –2 **DEX**.

CLASSES

Psion

Masters of the mind, they wear no armor. They can manifest Psion powers and gain a +2 to Knowledge and +2 Concentration.

Psychic Warrior

Disciples of the body and mind, they wear any kind of armor and use shields. They can manifest Psychic Warrior powers and gain a +2 to Physical and +2 to Concentration.

SKILLS

Concentration

Concentration is a new skill used for things like focusing on a task, ignoring distractions and pain, making **Will saves** (Concentration + **MIND**), etc. Only Psions and Psychic Warriors are specialized in this skill.

Focus

By meditating for a full round and making a successful Concentration + **MIND** check vs. DC 20, a psionic character can gain focus. This focus remains until it is expended. The focus can be expended to add 1d6 to a single roll.

STARTING WEALTH

You begin with a certain amount of wealth depending upon your psionic character class.

Class	Amount
Psion	75 gp
Psychic Warrior	125 gp

Fast Packs

Instead of starting wealth, you may wish to use the fast packs option. Both the Psion and Psychic Warrior use the Fighter's fast pack entry.



This is a skimmed version of the Primary Fantasy SRD rules for psionics. It has been designed for the Microlite20 system by Robin V. Stacy, Darrell King & Al Krombach. Both are available at <http://www.microlite20.net/>.

POWERS

Psionic characters can manifest any of their powers, so long as the power level is equal or below ½ their class level, rounded down (unlike spellcasters, who round-up).

Manifesting Powers

Manifesting a power costs Hit Points. The base cost is:

Power Level	Base HP Cost
1	1
2	3
3	5
4	7
5	9
6	11
7	13
8	15
9	17

Unlike spells, all aspects of a power do not automatically scale with level. Instead, they are augmented with additional Hit Points (**HP**). The augmenting HP cost is noted under each power's entry in the SRD.

The combined hit point cost for manifesting and augmented a power cannot exceed the character's psionic class level. Thus, a 3rd level psychic could manifest a level one power by spending 1 hit point, and augment it by spending 2 additional hit points for a total hit point cost of 3.

The hit points lost through manifesting and augmenting powers cannot be healed normally. They are recovered after 8 hours of rest.

Temporary hit points cannot be used to manifest powers.

Power Difficulty Class

The Difficulty Class (**DC**) for all powers is:

$$10 + \text{Psionic Level} + \text{Psionic's MIND bonus}$$

Psionic vs. Magical Effects

Powers interact with spells and spells interact with powers in the same way a spell or normal spell-like ability interacts with another spell or spell-like ability. For example, detect magic detects psionics and dispel psionics dispels magic.

Power Lists

1ST LVL PSION POWERS

Charm, Psionic: Makes one person a friend. *Duration:* 1 hr./lvl. *Augment:* 4 extra HP raises duration to 1 day/lvl.

Control Object: Telekinetically animate a small object. *Duration:* Concentration, up to 1 rd./lvl. *Augment:* None.

Detect Psionics: Detect the presence of psionics. *Duration:* Concentration, up to 1 min./lvl. *Augment:* None.

Mindlink: Forge a limited mental bond with another creature. *Duration:* 10 min./lvl. *Augment:* Each extra HP links another creature.

Mind Thrust: Deal 1d10 damage. *Duration:* Instant. *Augment:* Each extra HP adds 1d10 to damage.

Precognition: Gain +2 insight bonus to one roll. *Duration:* 10 min./lvl. *Augment:* None.

2ND LVL PSION POWERS

Clairvoyant Sense: See and hear a distant location. *Duration:* 1 min./lvl. *Augment:* None.

Cloud Mind: You erase knowledge of your presence from target's mind. *Duration:* 1 min./lvl. *Augment:* None.

Ego Whip: Deal 1d4 **MIND** damage and daze for 1 rd. *Duration:* Instant. *Augment:* Every 4 extra HP increases damage by 1d4 points and save DC by 2.

Identify, Psionic: Learn the properties of a psionic item. *Duration:* Instant. *Augment:* None.

Read Thoughts: Detect the thoughts of creatures in range. *Duration:* Concentration, up to 1 min./lvl. *Augment:* None.

Sensitivity to Psychic Impressions: Find out about an area's past. *Duration:* Concentration, up to 10 min./lvl. *Augment:* None.

3RD LVL PSION POWERS

Body Adjustment: You heal 1d12 damage. *Duration:* Instant. *Augment:* Every 2 extra HP heals an extra 1d12.

Dispel Psionics: Cancel psionic powers and effects. *Duration:* Instant. *Augment:* Each extra HP raises dispel check by 2.

False Sensory Input: Subject sees what isn't there. *Duration:* Concentration, up to 1 min./lvl. *Augment:* Every 2 extra HP affects another target.

Fate Link: Link the fates of two targets. *Duration:* 10 min./lvl. *Augment:* Every 2 extra HP raises DC by 1.

Psionic Blast: Stun creatures in 30-ft. cone for 1 rd. *Duration:* Instant. *Augment:* Every 2 extra HP raises duration by 1 rd.

Telekinetic Force: Move an object (up to 250 lbs.) with your mind. *Duration:* Concentration, up to 1 rd./lvl. *Augment:* Each extra HP raises weight limit by 25 lbs.

4TH LVL PSION POWERS

Control Body: Take rudimentary control of foe's limbs. *Duration:* Concentration, up to 1 min./lvl. *Augment:* Every 2 extra HP affects a target one size larger.

Death Urge: Target tries to kill itself. *Duration:* 1 rd. *Augment:* Every 4 extra HP raises save DC by 2 and duration by 1 rd.

Dimension Door, Psionic: Teleport short distance. *Duration:* Instant. *Augment:* 6 extra HP to manifest as a bonus action.

Mindwipe: Wipe a part of target's mind to reduce target's current level by 2. *Duration:* 1 hr. *Augment:* Every 2 extra HP raises DC by 2. Every 3 extra HP reduces an extra level.

Schism: Split your mind into two independent entities. *Duration:* 1 rd./lvl. *Augment:* None.

Telekinetic Maneuver: Telekinetically bull rush, disarm, grapple, or trip your target. *Duration:* Concentration, up to 1 rd./lvl. *Augment:* Every 2 extra HP grants a +1 bonus to maneuver checks.

5TH LVL PSION POWERS

Mind Probe: You discover the subject's secret thoughts. *Duration:* 1 rd./lvl. *Augment:* None.

Psychic Crush: Crush subject's mind, reducing subject to -1 hit points. *Duration:* Instant. *Augment:* Every two extra hit points increases save damage by 1d6 (base 3d6).

Second Chance: Gain a reroll. *Duration:* 1 rd./lvl, until discharged. *Augment:* None.

Shatter Mind Blank: Cancels target's *mind blank*. *Duration:* Instant. *Augment:* None.

Teleport, Psionic: Instantly teleport up to 100 miles/lvl. *Duration:* Instant. *Augment:* None.

True Seeing, Psionic: See all things as they really are. *Duration:* 1 min./lvl. *Augment:* None.

6TH LVL PSION POWERS

Cloud Mind, Mass: Erase knowledge of your presence from the minds of one creature/lvl. *Duration:* 1 min./lvl. *Augment:* None.

Co-opt Concentration: Take control of foe's power. *Duration:* Concentration, up to 1 rd./lvl. *Augment:* None.

Crystallize: Turn subject permanently to crystal. *Duration:* Permanent. *Augment:* None.

Null Psionics Field: Create a field where psionic power does not function. *Duration:* 10 min./lvl. *Augment:* None.

Restoration, Psionic: Restores level and stats from drains. *Duration:* 11. *Augment:* None.

Temporal Acceleration: Your time frame accelerates for 1 rd. *Duration:* 1 rd. (apparent time). *Augment:* Every 4 extra HP raises duration by 1 rd.

7TH LEVEL PSION POWERS

Ethereal Jaunt, Psionic: Become ethereal for 1 rd./lvl.
Duration: 1 rd./lvl. *Augment:* None.

Fission: You briefly duplicate yourself. *Duration:* 1 rd./lvl.
Augment: None.

Insanity: Subject is permanently confused. *Duration:* Instant. *Augment:* Every 2 extra HP raises save DC by 1 and affects another creature.

Moment of Prescience, Psionic: You gain an insight bonus equal to your psionic character level on a single attack roll, check, or save. *Duration:* 1 rd./lvl, until discharged.
Augment: None.

Reddopsi: Powers targeting you rebound back. *Duration:* 10 min./lvl. *Augment:* None.

8TH LEVEL PSION POWERS

Astral Seed: You plant the seed of your rebirth from the Astral Plane. You return from death (even disintegration) after 10 days. *Duration:* Instant. *Augment:* None.

Hypercognition: You can deduce almost anything.
Duration: Instant. *Augment:* None.

Mind Blank, Psionic: Subject immune to mental/emotional effects, scrying, and remote viewing. *Duration:* 1 day.
Augment: None.

Time Hop, Mass: Willing subjects hop forward in time.
Duration: 1 hr./lvl. *Augment:* 6 extra HP to instantly manifest the power (even when it's not your turn).

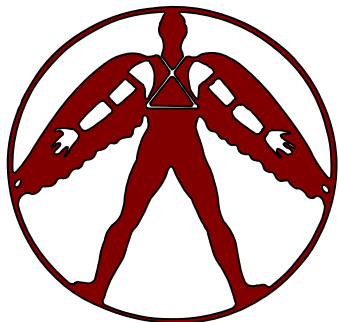
9TH LEVEL PSION POWERS

Assimilate: Inflict 20d6 damage and incorporate creature (fully or partially) into your own body. *Duration:* Instant or 1 hr. *Augment:* None.

Etherealness, Psionic: You and 1 creature/3 levels become ethereal. *Duration:* 1 min./lvl. *Augment:* None.

Microcosm: One creature (100 hp or less) or group of creatures (each 30 hp or less, totaling to 300 hp maximum) is trapped forevermore in world of own imagination (no saving throw). *Duration:* Instant. *Augment:* Each extra HP raises the hit point limit of target by 10.

Timeless Body: Ignore all harmful, and helpful, effects for 1 rd. *Duration:* 1 rd. *Augment:* None.



1ST LVL PSYCHIC WARRIOR POWERS

Call Weaponry: Call a weapon "from thin air" into your hand. *Duration:* 1 min./lvl. *Augment:* Every 4 extra HP grants a +1 enhancement bonus to the weapon.

Catfall: Instantly save yourself from a fall (as if fall was 10 ft. shorter). *Duration:* Until landing or 1 rd./lvl. *Augment:* Each extra HP makes the fall a further 10 ft. shorter.

Detect Psionics: You detect the presence of psionics.
Duration: Concentration, up to 1 min./lvl. *Augment:* None.

Prescience, Offensive: Gain +2 insight bonus on your damage rolls. *Duration:* 1 min./lvl. *Augment:* Every 3 extra HP raises damage bonus by +1. 6 extra HP to manifest power as a bonus action.

Synesthete: You receive one kind of sense when another sense is stimulated. *Duration:* 10 min./lvl. *Augment:* None.

Vigor: Gain 5 temporary hit points. *Duration:* 1 min./lvl.
Augment: Each extra HP gives 5 extra hit points.

2ND LVL PSYCHIC WARRIOR POWERS

Animal Affinity: Gain +4 to one stat. *Duration:* 1 min./lvl.
Augment: Every 5 extra HP enhances another stat.

Body Adjustment: Heal 1d12 damage. *Duration:* Instant.
Augment: Every 2 extra HP heals an extra 1d12.

Detect Hostile Intent: Detect hostile creatures within 30 ft.
Duration: 10 min./lvl. *Augment:* None.

Hustle: Instantly gain a move action. *Duration:* Current round. *Augment:* None.

Sustenance: You can go without food and water for one day. *Duration:* Instant. *Augment:* None.

Wall Walker: You can walk on walls and ceilings.
Duration: 1 min./lvl. *Augment:* None.

3RD LVL PSYCHIC WARRIOR POWERS

Dimension Slide: Teleport within line of sight. *Duration:* Instant. *Augment:* 4 extra HP to manifest power as a bonus action.

Empathic Feedback: When hit in melee, your attacker takes equal damage or 5 points of damage (whichever is less).
Duration: 10 min./lvl. *Augment:* Each extra HP raises the damage potential by 1.

Evade Burst: Instantly take no damage on a successful Reflex save. *Duration:* Instant. *Augment:* 4 extra HP to only take half damage even on a failed save.

Graft Weapon: Gain +1 competence bonus to attack and damage with weapon and cannot be disarmed. *Duration:* 24 hrs. *Augment:* None.

Mental Barrier: Instantly gain +4 deflection bonus to AC (even when it's not your turn). *Duration:* 1 rd. *Augment:* Each extra HP raises the duration by 1 rd. Every 4 extra HP raises the AC bonus by 1.

Ubiquitous Vision: You have all-around vision. *Duration:* 10 min./lvl. *Augment:* None.

4TH LVL PSYCHIC WARRIOR POWERS

Energy Adaptation: Gain resistance 10 (20 at 9th level and 30 at 13th level). All energy attack damage is reduced by that amount. *Duration:* 10 min./lvl. *Augment:* 4 extra HP to manifest power as a bonus action.

Freedom of Movement, Psionic: You cannot be held or rendered immobile. *Duration:* 10 min./lvl. *Augment:* None.

Immovability: You are almost impossible to move (+20 to STR checks) and gain damage resistance 15. All physical attack damage is reduced by that amount. *Duration:* Concentration. *Augment:* 8 extra HP to manifest power instantly (even when it's not your turn).

Steadfast Perception: Gain immunity to illusory effects and a +6 bonus on skill checks to find or notice anything.

Duration: 10 min./lvl. *Augment:* None.

Weapon of Energy: Deal an extra 1d6 damage of specific energy type (plus 1d10 on critical hit). *Duration:* 1 rd./lvl. *Augment:* None.

5TH LVL PSYCHIC WARRIOR POWERS

Adapt Body: Your body automatically adapts to hostile environments. *Duration:* 1 hr./lvl. *Augment:* None.

Catapsi: Characters must make a Will save or pay an extra 4 hit points to manifest a power, and psi-like abilities require a full round to use. You are not affected. *Duration:* 1 rd./lvl. *Augment:* Every 4 extra HP raises range and radius by 5 ft. (base 30 ft.)

Metaconcert: Link with up to 9 participants to manifest powers from their hit points. Each link boosts DC of manifested powers by 1. Everyone linked gains a +1 bonus to save vs. powers. *Duration:* 1 min./lvl. *Augment:* Each extra HP raises duration by 1 min.

Psychofeedback: Boost STR or DEX score by an amount up to your psionic class level, but lower MIND by a respective amount. *Duration:* 1 rd./lvl. *Augment:* None.

6TH LVL PSYCHIC WARRIOR POWERS

Breath of the Black Dragon: Breathe a cone of acid for 11d6 damage. *Duration:* Instant. *Augment:* Each extra HP increases damage by 1d6.

Dispelling Buffer: The DC to dispel your power is increased by +5. *Duration:* 1 hr./level. *Augment:* None.

Mind Blank, Personal: You are immune to scrying and mental effects. *Duration:* 1 day. *Augment:* None.

Suspend Life: Go into suspended animation (1 day passes for each year). *Duration:* Permanent unless ended or dismissed. *Augment:* None.

Psionic Spell Lists

6TH LEVEL ARCANE SPELL

Probe Thoughts: Read subject's memories, one question/rd.

8TH LEVEL DIVINE SPELL

Brain Spider: Hear thoughts of up to eight other creatures.



Psionic Items

Cognizance Crystals

Cognizance crystals can store hit points that psionic characters can use to manifest powers. It can store an odd number of hit points between 1 and 17. Once the hit points are used, the crystal can be recharged on a 1-to-1 basis.

Crystal Weapons

As a free action, crystal weapons can be charged with 2 HP to deal 2d6 extra damage. The weapon will keep the charge for 1 minute or until it scores a hit.

Power Stones

A power stone stores a power, which can be used only once. To manifest the power, a check must be made (Concentration + MIND vs. DC 15 + power level of the stored power). The power must be on the user's power list. The stored power is always manifested at minimum level required to manifest the power.

Psicrystals

A psicrystal contains a fragment of a psyche's personality. A psionic character can bond with a psicrystal and gain a minor benefit related to its personality.

Personality	Benefit
Bully	+3 on Physical checks
Heroic	+2 on Fortitude saves
Poised	+2 on Reflex saves
Resolved	+2 on Will saves
Sneaky	+3 on Subterfuge checks
Stubborn	+3 on Concentration checks

Psionic Monsters

Blue (small goblinoid)

HD 1d4+2 plus 4 (8 hp); AC 16; quarterstaff +0 (1d4-2) or light crossbow (1d6); *mind thrust*.

Brain Mole (tiny magical beast)

HD 1d10-2 (3 hp); AC 14; bite +5 (1d3-4); *detect psionics*, *mind thrust*; burrow.

Cerebrilith (large outsider)

HD 9d8+63 (103 hp); AC 25 (DR 10/good, acid/fire/cold resistance 10, immune to electricity, PR 20); bite +14 (1d8+6); *detect psionics*, *telepathy*, *ego whip*; summon cerebrilith (35%).

Crysmal (small elemental)

HD 6d8+6 (33 hp); AC 21 (DR 5/bludgeoning, electricity resistance 15, immune to fire and cold); sting +7 (1d3+3); *control object*, *detect psionics*, *mind thrust*, *psionic dimension door*; burrow.

Folugub (medium aberration)

HD 4d8+12 (30 hp); AC 18; tongue touch +6 (liquefy crystal) or bite +1 (2d4); scent.

Intellect Devourer (small aberration)

HD 6d8+15 (42 hp); AC 21 (DR 10/adamantine, electricity resistance 14, immune to fire, PR 23, vulnerable to protection from evil); claw +6 (1d3+1); *cloud mind*, *detect psionics*, *ego whip*, *body adjustment*; blindsight, body thief.

Neothelid (gargantuan aberration)

HD 25d8+200 (312 hp); AC 28 (DR 5, PR 25); tentacle rake +24 (2d6+10) or acid breath (14d10) or swallow whole (2d8+14 plus 2d6 acid); *telekinetic force*, *telekinetic maneuver*, *psionic teleport*, *mind thrust*; blindsight.

Udoroot (huge plant)

HD 6d8+18 (45 hp); AC 11 (cold/fire resistance 10, immune to electricity); *false sensory input*, *mind thrust*, *telekinetic force*, *body adjustment*, *mental barrier*; double manifest, blindsight.

Unbodied (medium incorporeal humanoid)

HD 4d8+4 (22 hp); AC 13; incorporeal touch +5 (1d6); psion powers; fly.

Damage resistance (DR) is subtracted from physical attack damage.

Resistance (acid, cold, electricity, fire, or sonic) is subtracted from energy attack damage.

Power resistance (PR) is the DC that a manifester must beat to affect the target (d20 + psionic character level vs. PR).

Blindsight is the ability to 'see' without vision.

Body thief is the ability to physical take over a body.

Double manifest is the ability to manifest 2 powers at once.

Touch attacks ignore AC from armor and shields.

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