



FANTASY ROLEPLAYING GAME

# Psimancz Appendices

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# Appendix I: Critical Hit Chart

d100	Location	Nastiness
1	Jaw	Lose 1 tooth and 1 Beauty (P). If 10+ points of damage, jaw is broken, cannot speak/cast (UT).
2-3	Painful wound	Roll under Willpower to take each action for 1d6 rounds.
4	Throat	Lose next round. If 8+ points of damage, lose 2 HP per round (UT). If 16+ points of damage, decapitated, dead (P).
5-8	Shin	Leg sweep, 40% chance of falling prone, -2 Speed (P). If 16+ points of damage 60% chance of falling prone, Speed ½, -3 Prowess & Reflex (UT). If 26+ points of damage, lose leg (P).
9-10	Blurred vision	50% chance to miss opponent (before strike roll) for 1d4 rounds.
11	Heart	Dead.
12-13	Eye	Roll 1d20: 1-9: lose right eye, 10-18: lose left eye, 19-20: lose both eyes (P).
14-15	Massive blood loss	Take an additional 1d6 HP of damage every 10 initiatives (UT).
16	Unconscious	Knocked out for 2d4 rounds or until magically awakened.
17-19	Face	Lose next round. If 7+ points of damage, lose 1 Beauty; 14+ points of damage, lose 2 Beauty; 21+ points of damage, lose 3 Beauty and gain 1 Presence (P).
20-22	Hamstring	Roll 1d6: 1-3: right, 4-6: left. Knocked prone, cannot stand without assistance (UT). Lose 2 Speed and 1 Reflex (P).
23-24	Stomach	Lose next round. 60% chance of falling to knees.
25-29	Bicep	Roll 1d6: 1-3: right, 4-6: left. -3 strike, parry and damage with arm (UT).
30-33	Side	Lose Strength damage bonus, -3 strike, parry, dodge (UT). If 16+ points of damage, take 1 HP of damage each time a physical action is used (UT).
34	Toes	Roll 1d6: 1-3: right, 4-6: left. 1d4 toes severed (P). 20% chance per toe lost of falling prone. Lose 1 HP / rnd (UT).
35-36	Fingers	Roll 1d6: 1-3: right, 4-6: left. 1d4 fingers severed (P). 20% chance per finger lost of dropping whatever held. Lose 1 HP a round (UT).
37-39	Sternum	Stunned (lose one physical action per round) for 1d6 rounds.
40-42	Forearm	Roll 1d6: 1-3: right, 4-6: left. 40% chance of dropping whatever held. -1 strike, parry, damage (UT). If 24+ points of damage, lose arm (P).
43-47	Shoulder	Roll 1d6: 1-3: right, 4-6: left. -3 strike, parry, damage with arm (UT). If 18+ damage, lose arm (P).
48	Brilliant strike	Re-roll at +10 damage.
49-51	Armor	Roll 1d6: 1-3: upper 4-6: lower. Armor damaged, lose 3 AR. If 30+ points of damage, armor savaged, AR reduced to 0. If magical, it is allowed a save (+10).
52-53	Lungs	Lung punctured. Lose 1 Endurance (P). Difficult to breathe, reduced to 1 action (total) per round (UT). Must roll under Willpower to cast spells (UT).
54-55	Defense	Item used to parry destroyed. If magic item, it is allowed a save (+10).
56	Exact strike	Double the damage rolled (do not add a factor).
57-59	Thigh	Roll 1d6: 1-3: right, 4-6: left. 40% chance knocked prone. -5 dodge (UT). If 30+ points of damage, lose leg (P).
60-61	Precise strike	Re-roll at +5 damage.
62-63	Groin	Lose next round. -10 on initiative for 1d6 rounds. If 10+ points of damage, genitals mutilated/severed (P).
64-66	Equipment	Random piece of equipment destroyed. If magical, allowed a save.
67-68	Hand	Roll 1d6: 1-3: right, 4-6: left. Drop whatever held. If 10+ points of damage, lose hand (P).
69-72	Spine	Lose 1d4 HP (P). If 18+ points of damage, back is broken, dead.
73	Ear	Roll 1d6: 1-3: right, 4-6: left. Stunned for 1d3 rounds. If 12+ points of damage, deaf in that ear (P).
74-77	Hip	Roll 1d6: 1-3: right, 4-6: left. 90% chance of falling prone. If 15+ points of damage, lose 1d4 Speed (P).
78-79	Nose	Nose is broken, lose next round. Roll 1d6: 1-3: lose 1 Beauty, 4-6: gain 1 Beauty (P). Roll another 1d6: 1-3: gain 10% to Sing, 4-6: lose 10% from Sing (P).
80-81	Dazed	Swing at random target for 1d4 rounds with -5 strike, parry, dodge.
82-85	Ribs	Ribs broken. Stunned (lose 1 action per round) for 1d4 rounds. Take 1 HP damage each time a physical action is used (UT).
86	Concussion	Lose next 2 rounds. 10% chance of gaining Psionics. If successful, roll 1d20. 1-15: minor psionics, 16-19: major psionics, 20: master psionics.
87-88	Offense	Item used to attack destroyed. If magic item, it is allowed a save (+10).
89	Ankle	Roll 1d6: 1-3: right, 4-6: left. 30% chance of falling prone. -2 strike, parry, dodge (UT). If 12+ points of damage, lose foot (P).
90-91	Knee	Roll 1d6: 1-3: right, 4-6: left. 60% chance of falling prone. -4 strike, parry, dodge (UT). If 16+ points of damage, lose leg (P).
92-94	Elbow	Roll 1d6: 1-3: right, 4-6: left. 80% chance drop whatever held. -4 strike, parry, dodge (UT). If 14+ points of damage, lose arm (P).
95-99	Chest	Lose next round. Lose 1d4 HP each round (on initiative 1 - UT). If 16+ points of damage, lose 1 Endurance and 1 Strength (P). If 24+ points of damage, lose 2 Endurance and 1 Strength (P).
100	Bulls eye	Attacking character's choice.

UT = Until Treated (healed); P = Permanent

Bleeding from lost limb: major limb (arm, leg) is 1d10 HP blood loss damage per round UT, minor limb (hand, ankle) is 1d6 HP blood loss damage per round UT, head is *Kill Bill*-looking bleed out time

# Appendix II: Druidic Abilities and Spells

## Level-Based Druidic Abilities

(All are acquired automatically as the druid advances in power level.)

druidic ability	NSP	duration	Description
<b>Level 1</b>			
Animal transform I	10	permanent	Small ground-based animal
Non-aggression I	---		Herbivore
Speak with animals	2	1 hr/lvl	
Summon animal I	2	10 min/lvl	Small animal (size level 1)
<b>Level 2</b>			
Bond with first familiar	---		
Free passage	---		Forest, undergrowth, and flora (non-magical): full movement
Heal animals I	1	instant	Heals 1d8 +1 hit point per level
<b>Level 3</b>			
Animal transform II	20	permanent	Medium ground-based animal or small avian
Non-aggression II	---		Carnivore
Summon animal II	8	10 min/lvl	Medium animal (size level 2)
<b>Level 4</b>			
Bond with second familiar	---		
Heal animals II	2	instant	Heals 2d8 +1 hit point per level
Nature sense	---		Identify plants and animals 100%
<b>Level 5</b>			
Animal transform III	30	permanent	Large ground-based animal or medium avian
Mass non-aggression I	16	1 hr/lvl	One target per level, herbivores
Soul catch—animal	50	permanent	Requires touch; restores life to an animal that has not been dead longer than 10 minutes per druid level; the animal's hit points will be equal to negative its Endurance attribute
Summon animal III	16	10 min/lvl	Large animal (size level 3)
<b>Level 6</b>			
Commune with nature	---		Know surrounding terrain—add 5% per level to pathfinding skill
Heal animals III	4	instant	Heals 3d8 +1 hit point per level
Raise dead—animal	75	permanent	Requires touch; restores life to an animal that has not been dead longer than one day per druid level; the animal will be at one hit point
Speak with plants	10	10 min/lvl	Plant's size or age = Intelligence
Trackless step	---		Self only—leave no tracks
<b>Level 7</b>			
Animal transform IV	40	permanent	Huge ground-based animal or large avian
Bond with third familiar	---		
Immunity to disease I	---		Druid is unaffected by disease level I
Mass non-aggression II	16	1 hr/lvl	One target per level, carnivores
Resurrection—animal	50	permanent	Requires touch; restores life to a dead animal; the animal will be at full health; it costs the druid one permanent NSP
<b>Level 8</b>			
Cure animals	30	instant	Remove poison and non-magical diseases from animals
Heal animals IV	8	instant	Heals 4d8 +1 hit point per level
Immunity to disease II	---		Druid is unaffected by disease level II
Immunity to venom	---		Only natural poisons
<b>Level 9</b>			
Animal transform V	50	10 min/lvl	Magical beasts (any size)
Immunity to disease III	---		Druid is unaffected by disease level III
<b>Level 10</b>			
Heal animals V	10	instant	Heals 5d8 +1 hit point per level
Immunity to disease IV	---		Druid is unaffected by disease level IV
Shapechange	50	10 min/lvl	As spell: PHB 250

## Druidic Spells

(Limited number chosen as the druid advances in power level.)

druidic spell	NSP	range	duration	description
<b>Level 1</b>				
Create water	6	10 ft	permanent	Creates 1 gallon per level of druid.
Detect poison	2	10 ft	instant	Druid knows if target creature/object/area is poisonous; requires recognize poison to determine exact nature of poison.
Flare	2	100 ft	1 min/lvl	Dazzles one target, -2 strike
Guidance	2	100 ft	1 min/lvl	Grants the target with a +1 to their next strike, parry, saving throw or a bonus to skill check. A 10% bonus is provided if the druid has the skill and +5% is obtained if the druid does not have the skill.
Know direction	2	self	instant	The druid knows which direction is north.
Light	2	touch	10 min/lvl	The touched object glows like a torch.
Mending	2	touch	instant	Repairs small breaks/tears in objects; PHB 227.
Purify food and drink	2	touch	instant	Makes contaminated food and water suitable for eating; PHB ??.
<b>Level 2</b>				
Alarm	4	touch	1 hr/lvl	Sounds a mental or audible sound; warded area = 5 foot per level radius.
Calm animals	4	100 ft	1 min/lvl	Soothes and quiets animals; PHB 182.
Cure light wounds	4	touch	instant	Heals 1d8 +1 hit point per level.
Detect animals/plants	4	100 ft/lvl	10 min/lvl	Locate a specific type of plant or animal; requires concentration; PHB 192.
Detect snares/pits	4	100 ft	10 min/lvl	Detect simple, natural pits, deadfalls and snares of wilderness creatures; requires concentration; PHB 194.
Endure elements	4	touch	10 min/lvl	Each round the target ignores the first 5 points of damage from one of the four common elements (chosen when cast).
Entangle	4	100 ft	1 min/lvl	Target is held in one spot, cannot move; the victim can still take actions as normal; targets 1 creature per level.
Faerie fire	4	100 ft	10 min/lvl	A pale glow outlines targets; PHB 202.
Goodberry	4	touch	1 day/lvl	Make 2d4 berries magic; provide 1 meal and heal 1 HP (max 8 per 24 hours).
Magic fang	4	100 ft	1 min/lvl	Provide 1 natural weapon a +1 bonus to strike, parry and damage.
Magic stone	4	touch	10 min/lvl	Change up to 3 pebbles: +1 s/p/dam, 1d6 damage; double damage against undead; each stone can be used once.
Obscuring mist	4	self	1 min/lvl	Misty vapor conceals the druid: once cast it is stationary; melee attacks miss 20%; ranged attacks miss 50%; no line of sight; PHB 233.
Shillelagh	4	touch	1 min/lvl	Grants a +1 enhancement bonus to any wood weapon.
<b>Level 3</b>				
Animal trance	8	100 ft	10 min/lvl	Compel animals to do nothing but watch the druid: 1 target per level; PHB 173.
Barkskin	8	touch	1 min/lvl	Grants +3 natural armor bonus.
Charm animal	8	100 ft	1 min/lvl	Considers druid a friend; PHB 183.
Chill metal	8	100 ft	7 min	Makes metal extremely cold; PHB 183.
Flame blade	8	self	1 min/lvl	Creates a 3-foot-long beam of fire; 1d6 +1 per level damage (no Strength modifier); considered short sword; cannot be disarmed.
Fog cloud	8	100 ft	10 min/lvl	Field; as obscuring mist, but not centered on caster; PHB 206.
Heat metal	8	100 ft	7 min	Makes metal extremely hot; PHB 183.
Resist elements	8	touch	1 min/lvl	This spell absorbs the first 10 points of damage each round from one of the four common elemental types (chosen when activated).
Soften earth/stone	24	100 ft	permanent	All natural earth and stone is softened; PHB 253.
Tree shape	8	self	1 hr/lvl	Able to assume the form of a small living tree or shrub or a large dead tree trunk; PHB 267.
Warp wood	16	100 ft	permanent	Warp 1 pound of wood per level; PHB 271.
Wind wall	8	100 ft	1 min/lvl	An invisible curtain of wind; PHB 273.
Wood shape	24	touch	permanent	Form an existing piece of wood into another shape; 30% chance that moving parts do not work.
<b>Level 4</b>				
Call lightning	12	100 ft	instant	Deals 1d10 static damage per level to one target; usable only outdoors.
Cure moderate wounds	12	touch	instant	Heals 2d8 +1 per level.
Delay poison	12	touch	10 min/lvl	Target is temporarily immune to poison, any poison in system does not affect the target until after the ability has elapsed, then the poison continues as normal (as if no time has passed)
Diminish plants	24	100 ft	permanent	Two versions: prune growth or stunt growth; PHB 195.
Dominate animal	12	100 ft	1 min/lvl	Take control of target animal; PHB 197.
Gaseous form	12	self	1 min/lvl	Self and gear become insubstantial mist; PHB 207.
Greater magic fang	12	100 ft	1 min/lvl	As magic fang but grants +1 per 3 levels of druid.
Meld into stone	12	self	10 min/lvl	Druid may move self and possessions into a single block of stone; PHB 226.
Plant growth	24	100 ft	permanent	Causes overgrowth or enrichment; PHB 236.

druidic spell	NSP	range	duration	description
<b>Level 4 (continued)</b>				
Protection from elements	12	touch	1 min/lvl	Absorbs all common elemental damage (chosen when activated); up to 10 times the caster's level.
Searing light	12	100 ft	instant	Focus a blast of sunlight at one target; 1d8 per 2 levels; undead/constructs PHB 248.
Snare	12	touch	varies	Make a snare that functions as a magic trap; PHB 253.
Spike growth	12	100 ft	1 hr/lvl	Ground covering vegetation becomes hard and sharply pointed; 1d4 damage per 5 ft traveled; roll under Reflex or Speed to reduce by 1/3; PHB 255.
Stone shape	36	touch	permanent	Form an existing piece of stone into another shape; 30% chance that moving parts do not work.
Water breathing	12	touch	1 hr/lvl	Allows targets to breathe water freely; 1 target per level.
<b>Level 5</b>				
Air-walk				
Anti-plant shell				
Control plants				
Control water				
Dispel magic				
Flame strike				
Freedom of movement				
Giant vermin				
Quench				
Reincarnate				
Repel vermin				
Rusting grasp				
Sleet storm				
Spike stones				
Wall of stone				
<b>Level 6</b>				
Animal growth				
Awaken				
Control winds				
Cure serious wounds				
Death ward				
Fire shield				
Hold animal	8	100 ft	1 min/lvl	Target animal freezes in place, unable to take any actions.
Ice storm				
Insect plague				
Mud to rock				
Rock to mud				
Transport via plants				
Tree stride				
Wall of fire				
Wall of thorns				
<b>Level 7</b>				
Anti-life shell				
Chain lightning				
Find the path				
Fire seeds				
Healing circle				
Ironwood				
Liveoak				
Repel wood				
Spellstaff				
Stoneskin				
Stone tell				
<b>Level 8</b>				
Acid fog				
Animal shapes				
Changestaff				
Control weather				
Creeping doom				
Cure critical wounds				
Fire storm				
Sunbeam				
Metal to wood				
True seeing				
Wind walk				
<b>Level 9</b>				

Level 9				
Command plants				
Iron body				
Repel metal or stone				
Reverse gravity				
Sunburst				
Whirlwind				
Word of recall				
Level 10				
Antipathy				
Earthquake				
Elemental swarm				
Foresight				
Healing circle				
Shambler				
Sympathy				

# Appendix III: Elemental Powers and Abilities

Summoned elementals possess standard powers and abilities based on the element and level. They are a small subclass of true elementals.

## Air Elementals

Actions	Obtain additional actions physical: 1 <sup>st</sup> level magical: 1 <sup>st</sup> , 3 <sup>rd</sup> , 6 <sup>th</sup> , 10 <sup>th</sup> , and 15 <sup>th</sup> levels
Spells	All spells equal to level; 1-3 common, 4-6 uncommon, 7-9 rare, 10+ very rare
Spell strength	+1 per 2 levels (+1 at 3 <sup>rd</sup> , +2 at 5 <sup>th</sup> , and so on)
MSP	30 per level; regenerate MSP @ 3 times level per hour
Strike	+1 per 4 levels (+1 at 5 <sup>th</sup> , +2 at 9 <sup>th</sup> , and so on)
Parry	+1 per 4 levels
Damage	1d6 @ 1 <sup>st</sup> , 6 <sup>th</sup> , and 11 <sup>th</sup> levels with a bonus of +1 per 4 levels
Dodge	+1 per 4 levels
Hit points	10 per level 1-6, 15 per level 7-12, 20 per level 13+
AC	5 + level
Initiative	10 + level +1d10
Willpower	20 + level
Strength	Equals level
Special	1 <sup>st</sup> level: 50% resistance non-magical weapons; immune to static damage, resist 75% lightning damage, 50% vacuum damage, 25% tornado damage 4 <sup>th</sup> level: immune to non-magical weapons; magic resistance 1% per level; immune to lightning damage, resist 75% vacuum damage, 50% tornado damage 7 <sup>th</sup> level: immune to vacuum damage, resist 75% tornado damage 10 <sup>th</sup> level: immune to tornado damage

## Earth Elementals

Actions	Obtain additional actions physical: 1 <sup>st</sup> , 3 <sup>rd</sup> , 6 <sup>th</sup> , 10 <sup>th</sup> , and 15 <sup>th</sup> levels magical: 1 <sup>st</sup> level
Spells	1 per 4 levels, common only
Spell strength	+1 per 4 levels (+1 at 5 <sup>th</sup> , +2 at 9 <sup>th</sup> , and so on)
MSP	5 per level; regenerate MSP @ ½ level per hour
Strike	+2 per level
Parry	+2 per level
Damage	1d6 @ 1 <sup>st</sup> , 3 <sup>rd</sup> , 5 <sup>th</sup> , 7 <sup>th</sup> , 9 <sup>th</sup> , 11 <sup>th</sup> , 13 <sup>th</sup> , and 15 <sup>th</sup> levels with a bonus of +2 per level
Dodge	+2 per level
Hit points	20 per level 1-3, 25 per level 4-6, 30 per level 7-9, 35 per level 10-12, 40 per level 13-15
AC	14 + level
Initiative	10 + level + 1d10
Strength	15 + level
Special	1 <sup>st</sup> level: "auto parry" (an earth elemental does not use an action to attempt to parry an attack); immune to shockwave damage, resist 75% concussion damage, 50% magma damage, 25% gravity damage 3 <sup>rd</sup> level: immune to critical strike (crit table) 4 <sup>th</sup> level: immune to concussion damage, resist 75% magma damage, 50% gravity damage 7 <sup>th</sup> level: immune to magma damage, resist 75% gravity damage 10 <sup>th</sup> level: immune to gravity damage

## Fire Elementals

Actions	Obtain additional actions physical: 1 <sup>st</sup> , 6 <sup>th</sup> , and 15 <sup>th</sup> levels magical: 1 <sup>st</sup> , 3 <sup>rd</sup> , and 10 <sup>th</sup> levels
Spells	All spells equal to ½ level; 1-4 common, 5-8 uncommon, 9-12 rare, 13+ very rare
Spell strength	+1 per 3 levels (+1 at 4 <sup>th</sup> , +2 at 7 <sup>th</sup> , and so on)
MSP	20 per level; regenerate MSP @ 2 times level per hour
Strike	+1 per 2 levels (+1 at 3 <sup>rd</sup> , +2 at 5 <sup>th</sup> , and so on)
Parry	+1 per 2 levels
Damage	1d6 @ 1 <sup>st</sup> , 4 <sup>th</sup> , 7 <sup>th</sup> , 10 <sup>th</sup> , and 13 <sup>th</sup> levels with a bonus of +1 per 2 levels
Dodge	+1 per 2 levels
Hit points	10 per level 1-5, 15 per level 6-10, 20 per level 11+
AC	7 + level
Initiative	10 + level +1d10
Willpower	15 + level
Strength	5 + level
Special	1 <sup>st</sup> level: auto dodge (self only); immune to flame damage, resist 75% balefire damage, 50% plasma damage, 25% phoenix damage 3 <sup>rd</sup> level: 50% resistance non-magical weapons 4 <sup>th</sup> level: immune to balefire damage, resist 75% plasma damage, 50% phoenix damage 6 <sup>th</sup> level: immune to non-magical weapons 7 <sup>th</sup> level: immune to plasma damage, resist 75% phoenix damage 10 <sup>th</sup> level: immune to phoenix damage

## Water Elementals

Actions	Obtain additional actions physical: 1 <sup>st</sup> , 3 <sup>rd</sup> , and 10 <sup>th</sup> levels magical: 1 <sup>st</sup> , 6 <sup>th</sup> , and 15 <sup>th</sup> levels
Spells	All spells equal to 1/3 level; 1-5 common, 6-10 uncommon, 11+ rare
Spell strength	+1 per 3 levels (+1 at 4 <sup>th</sup> , +2 at 7 <sup>th</sup> , and so on)
MSP	10 per level; regenerate MSP @ 1 times level per hour
Strike	+1 per level
Parry	+1 per level
Damage	1d6 @ 1 <sup>st</sup> , 4 <sup>th</sup> , 7 <sup>th</sup> , 10 <sup>th</sup> , and 13 <sup>th</sup> levels with a bonus of +1 per level
Dodge	+1 per level
Hit points	20 per level 1-4, 25 per level 5-8, 30 per level 9-12, 35 per level 13-15
AC	10 + level
Initiative	10 + level + 1d10
Willpower	10 + level
Strength	10 + level
Special	1 <sup>st</sup> level: 1 HP regeneration per level per hour; immune to frost damage, resist 75% cold damage, 50% drowning damage, 25% acid damage 4 <sup>th</sup> level: 1 HP regeneration per level per 10 minutes; immune to cold damage, resist 75% drowning damage, 50% acid damage 6 <sup>th</sup> level: 50% resistance non-magical weapons 7 <sup>th</sup> level: 1 HP regeneration per level per minute; immune to drowning damage, resist 75% acid damage 10 <sup>th</sup> level: 2 HP regeneration per level per minute; immune to acid damage

# Appendix IV: Familiars

Familiars are entities generally controlled by the GM but 'attached' in some way to a player character so they'll probably do as the character asks. Usually they are animals, and due to their association with the character, they may have higher intelligence than a typical member of their species. [In reality, familiars are a fun and cool thing for the players but a royal pain-in-the-ass for the GM.]

## Acquisition

Usually, familiars will be gained in-campaign; therefore, the type of creature allowed will be at the GM's discretion. If a character would like to start with a familiar, it is allowed to do so, but only common animals are acceptable. (That is, animals similar to those found at a typical pet store or a goat.)

There are two spells that allow a character to link with a familiar: *find familiar* and *familiar link*. Use *find familiar* to link with a mundane animal or an animal with minor magical abilities. Use *familiar link* to link to animals with supernatural abilities or higher than normal animal intelligence.

## Advancement

Familiars advance exactly like normal characters advance. Players need to use their own experience points to purchase any abilities for the familiar. The costs are the same as for normal characters. Any bonuses that the animal starts with that are not obtained from attributes are considered purchased bonuses; all additional bonuses need to be purchased advancing from that level.

## Link with the familiar

The character has a telepathic and empathetic bond to the linked creature. As a result, the familiar can speak with and provide feedback to the player character. The act of linking the creature broadens its awareness, which raises the creature's Intelligence by two to a minimum of six. The player character can speak to and know what the creature is feeling at any distance, as long as the two are on the same plane. The character can also 'click in' to the familiar's senses to experience the world from its point of view. This is particularly useful when the creature is performing reconnaissance. The danger of using this ability is that the character is temporarily stunned and unable to take any actions (as long as the character is possessing the familiar). The player character and the familiar linked creature have two separate hit point pools that are not shared.

## More ideas

Starting CP for animal familiars: small 80, medium 90, large 100. Base damage: small 1d3, med 1d6, large 2d6. Chinchillas are probably the cutest little things in existence (even their name is cute), so they must start with at least a 19 Beauty, and their hit points are irrelevant (nothing will ever attack them).

# Appendix V: Healing Abilities

All healing abilities (unless noted in the description) require touching the target. Resisting healing abilities requires a successful physical saving throw.

healing ability	HSP	duration	description
<b>Level 1</b>			
Death trance	1	1 hr/lvl	The target gives the appearance of death; cannot be roused; the healer sets the duration when the ability is used; can only be used on a willing target
Detect poison	1	instant	Healer knows if target creature/object/area is poisonous; requires recognize poison to determine exact nature of poison
Healing touch I	1	instant	Heals 1 hit point per level
Neutral environment	1	1 hr/lvl	Passive—target is comfortable in most weather (0o F - 120o F); can target another; refers to ambient temperature; does not ward against effects of weather (like rain, golf ball-sized hail, nsh.)
Psychic surgery	1	instant	Prerequisite: medical skill. This ability eliminates the need for a medical kit in order to perform the medical skill and does not require a healing action.
Remove disease I	3	instant	Eliminates disease from target; does not prevent re-infection
Resist fatigue	1	1 hr/lvl	Passive; can target another
Resist hunger	1	1 hr/lvl	Passive; can target another
Resist thirst	1	1 hr/lvl	Passive; can target another
Resistance I	1	1 min/lvl	Grants +1 to all saves
Virtue	1	1 min/lvl	The target creature gains 1 temporary HP per level of the healer
<b>Level 2</b>			
Deathwatch	2	1 min/lvl	Can determine the condition of creatures within range; know if: dead, fragile (below 1 HP, but alive), wounded (1 - 10 HP), injured (hurt but greater than 10 HP) or healthy (undamaged)
Detect undead	2	1 min/lvl	Requires concentration (1 healing action per round); PHB 194
Endure elements	2	10 min/lvl	This ability absorbs the first 5 points of damage each round from one of the four common elemental types (chosen when activated)
Halt poison	2	instant	Stops additional negative effects from an ongoing poisoning but does not remove the existing effects. They will continue for their full duration.
Healing touch II	2	instant	Heals 1d2 hit points per level
Life view	2	1 min/lvl	Passive—can see the physiology of target creatures up to 100 feet away. Can focus on one target per minute; requires concentration (1 healing action per round).
Remove disease II	6	instant	Eliminates disease from target; does not prevent re-infection
Resist magic II	2	1 min/lvl	+2 magic save
Resist physical II	2	1 min/lvl	+2 physical save
Resist psionic II	2	1 min/lvl	+2 psionic save
Sanctuary	2	1 min/lvl	PHB 247
Soothing touch	2	instant	Affects one wound; can counteract the negative effects of evil eye pain (but not the damage)
<b>Level 3</b>			
Bio-therapy	6	1 hr/day	Eventually fixes any type of critical damage including crippled attributes and lost limbs. (The limb cannot be older than one day per level of the healer. A limb will be reattached upon first use of the ability, but it will not be functional until the percentage roll succeeds.) Chance of success is the healer's level as a percentage, cumulative per day the power is used. (A fourth level healer has a 4% chance to succeed the first day, an 8% chance the second, and a 12% chance the third...) Therapy can only be ongoing for a single negative effect at a time. It's possible to take a break from therapy for one day per level of the healer doing the treatment. After that, that chance of success reduces by the healer's level per day of missed therapy.
Calm emotions	3	1 min/lvl	Calms agitated creatures, no violent actions; requires healers concentration (1 healing action per round), PHB 182
Delay poison	6	10 min/lvl	Target is temporarily immune to poison, any poison in system does not affect the target until after the ability has elapsed, then the poison continues as normal (as if no time has passed)
Gentle repose	6	1 day/lvl	This ability preserves the remains of a dead creature; time spent under the effect of this ability do not count for determining duration for raise dead; can also affect body parts
Healing touch III	3	instant	Heals 1d4 hit points per level
Lust for life	3	instant	Allows target to re-roll save to revive from a coma
Painful touch	3	1 min/lvl	Causes the target to suffer -3 to strike, parry, dodge and initiative
Remove disease III	9	instant	Eliminates disease from target; does not prevent re-infection
Resist elements	6	1 min/lvl	This ability absorbs the first 10 points of damage each round from one of the four common elemental types (chosen when activated)

healing ability	HSP	duration	description
<b>Level 3 (continued)</b>			
Resist magic III	3	1 min/lvl	+3 magic save
Resist physical III	3	1 min/lvl	+3 physical save
Resist psionic III	3	1 min/lvl	+3 psionic save
Shield other	3	1 hr/lvl	The healer takes ½ of the HP damage done to the target creature; only HP damage is transferred through the link; more than one target can have this effect on them at a time, and the healer takes half damage from everyone in the link, the damage does not transfer from the healer to the target
<b>Level 4</b>			
Group heal	4	instant	Heals 1 target per level of the healer 1 HP per level
Healing touch IV	4	instant	Heals 1d6 hit points per level
Protection from elements	8	1 min/lvl	Absorbs all common elemental damage (chosen when activated); up to 10 times the caster's level
Remove blindness/deafness	20	instant	Cures blindness or deafness, whether mundane or magical; does not replace lost eyes or ears, but will repair them if damaged
Remove disease IV	12	instant	Eliminates disease from target; does not prevent re-infection
Resist magic IV	4	1 min/lvl	+4 magic save
Resist physical IV	4	1 min/lvl	+4 physical save
Resist psionic IV	4	1 min/lvl	+4 psionic save
<b>Level 5</b>			
Agonizing touch	5	1 min/lvl	Causes the target to suffer -5 to strike, parry, dodge and initiative
Healing touch V	5	instant	Heals 1d8 hit points per level
Negate poison	10	instant	Removes poison from target and immediately eliminates all negative effects
Regenerate	10	1 min/lvl	The target is healed 1 HP per level of the healer each round (on initiative 1)
Remove disease V	15	instant	Eliminates disease from target; does not prevent re-infection
Resist magic V	5	1 min/lvl	+5 magic save
Resist physical V	5	1 min/lvl	+5 physical save
Resist psionic V	5	1 min/lvl	+5 psionic save
Slow	10	1 min/lvl	The target's physical actions are reduced by 1
Soul holding	25	2 min/lvl	If a creature dies while under this effect, the soul will not depart the body until the ability lapses; the creature may be healed any damage sustained beyond their Endurance attribute; if the creature's HP are restored to its negative Endurance, it still lives and can continue to be healed normally
<b>Level 6</b>			
Awakening	6	instant	Reverses sleep effect (including magical and psionic)—automatic
Bio-surgery	30	10 min	Repairs critical damage negatives to strike or parry or whatever. No success roll needed. (It does not fix crippled attributes or reattach limbs.)
Endure element (uncommon)	6	10 min/lvl	This ability absorbs the first 5 points of damage each round from one of the four uncommon elemental types (chosen when activated)
Eradicate disease	6	instant	Cures all diseases (normal and magical) that the target is suffering from. Additionally, it also kills any parasites.
Healing circle	12	instant	Heals all allies (including the healer) within a 20' radius 1d6 HP per level of the healer
Healing touch VI	6	instant	Heals 1d10 hit points per level
Remove disease VI	18	instant	Eliminates disease from target; does not prevent re-infection
Remove paralysis	6	instant	Immediately and automatically removes the effects of magical paralysis from one target creature
Resist magic VI	6	1 min/lvl	+6 magic save
Resist physical VI	6	1 min/lvl	+6 physical save
Resist psionic VI	6	1 min/lvl	+6 psionic save
Soul catch	40	instant	Target creature is brought back to life (1 HP); dead creature must not have died longer ago than 10 minutes per level of the healer
Spell resistance	12	1 min/lvl	Grants spell resistance (%) equal to the healer's level
<b>Level 7</b>			
Bio-succor	35	10 min	Repairs crippled attribute from critical strikes. No success roll needed.
Haste	14	1 min/lvl	Target creature gains 1 physical action
Healing touch VII	7	instant	Heals 1d12 hit points per level
Raise dead	70	instant	Target creature is brought back to life (1 HP); dead creature must not have died longer ago than 1 day per level of the healer
Remove disease VII	21	instant	Eliminates disease from target; does not prevent re-infection
Resist elements (uncommon)	14	1 min/lvl	This ability absorbs the first 10 points of damage each round from one of the four uncommon elemental types (chosen when activated)
Resist magic VII	7	1 min/lvl	+7 magic save
Resist physical VII	7	1 min/lvl	+7 physical save
Resist psionic VII	7	1 min/lvl	+7 psionic save
<b>Level 8</b>			
Healing touch VIII	8	instant	Heals 1d20 hit points per level
Protection from elements (uncommon)	16	1 min/lvl	Absorbs all uncommon elemental damage (chosen when activated); up to 10 times the caster's level

healing ability	HSP	duration	description
<b>Level 8 (continued)</b>			
Reattach limb	40	10 min	Reattaches a severed limb. (The limb cannot be older than one day per level of the healer.)
Remove disease VIII	24	instant	Eliminates disease from target; does not prevent re-infection
Resist magic VIII	8	1 min/lvl	+8 magic save
Resist physical VIII	8	1 min/lvl	+8 physical save
Resist psionic VIII	8	1 min/lvl	+8 psionic save
Sleep	24	1 min/lvl	Target falls asleep
Slow aging	80	permanent	This ability extends the life of the healer. For every HSP permanently consumed using this ability, the healer's natural life span is extended for 1/10th of the race's normal lifespan; the healer will appear to age at 1/10 the normal rate during the slow aging effect.
<b>Level 9</b>			
Cure	27	instant	Raises target to full health; completely heals the target of all diseases (I-V), blindness, deafness, HP damage and temporary attribute damage
Remove disease IX	27	instant	Eliminates disease from target; does not prevent re-infection
Resist magic IX	9	1 min/lvl	+9 magic save
Resist physical IX	9	1 min/lvl	+9 physical save
Resist psionic IX	9	1 min/lvl	+9 psionic save
Restoration	45	10 min	Completely restores target living creature; lost limbs are replaced (in 24 hours) if not present, attribute penalties are removed, all negative affects are corrected
Reverse aging	90	permanent	The healer is able to reverse the body's natural aging process. Over the course of the next ten years the target will get younger (at the normal rate of aging); costs the healer 1 permanent HSP.
<b>Level 10</b>			
Mass cure	50	instant	As Cure, except can target one ally per two levels of the healer
Remove disease X	30	instant	Eliminates disease from target; does not prevent re-infection
Resist magic X	10	1 min/lvl	+10 magic save
Resist physical X	10	1 min/lvl	+10 physical save
Resist psionic X	10	1 min/lvl	+10 psionic save
Resurrection	50	10 min	Target creature is brought back to life at full health; costs the healer 1 permanent HSP
Slay living	100	instant	Target creature dies; if the creature successfully saves, it takes 10d6 damage
Youth	100	permanent	Target instantly regains their youth; considered age 20; costs the healer 10 permanent HSP

# Appendix VI: Magic Spells

## Availability (or rarity) abbreviations:

C	common
UC	uncommon
R	rare
VR	very rare

**Standard effect progression** for spells that use increasing dice (like damage for the general mystic force forms, blast, bolt, field, *nsh.*) is usually based on rank and is shown in the following table.

### STANDARD EFFECT DICE

spell rank	die
I	1
II	1d4
III	1d6
IV	1d8
V	1d10
VI	1d12
VII	1d20
VIII	1d30
IX	1d100

For the **standard cost** in magic spell points (MSP) to cast a spell, there are a couple of formulae you could use based on spell level and availability. Or you can just look it up in the table. ☺

### STANDARD SPELL COSTS

spell level	casting cost (MSP), based on rarity			
	C	UC	R	VR
1	2	4	6	8
2	4	8	12	16
3	8	12	16	20
4	12	16	20	24
5	16	20	24	28
6	20	24	28	32
7	24	28	32	36
8	28	32	36	40
9	32	36	40	44
10	36	40	44	48
11	40	44	48	52
12	44	48	52	56
13	48	52	56	60
14	52	56	60	64
15	56	60	64	68

**Mystic element types** correspond to the special effect causing the damage (or resisting) and fall under the five main 'elemental' categories of air, earth, fire, water, and spirit. The different rarities of occurrence of the mystic element types doesn't relate to a difference in quantity of damage or power, only in how difficult it is to defend against that type of damage.

### MYSTIC ELEMENT TYPES

Types	Air	Earth	Fire	Water	Spirit
Common	Static	Shockwave	Flame	Frost	Soul
Uncommon	Lightning	Concussion	Balefire	Cold	Chi
Rare	Vacuum	Magma	Plasma	Drowning	Death
Very Rare	Tornado	Gravity	Phoenix	Acid	Chaos

## Progressive Spells

Progressive spells are magic spells that appear at many levels and progress as they go up in rank. Rather than filling the spell lists, they are detailed here.

<Element> **blast** (any mystic element type)

*MSP casting cost:* standard  
*Type:* same as main type of mystic element  
*Availability:* all four  
*Range:* 100 feet  
*Duration:* instant  
*Progression:* levels 1 to 9  
*Ranks:* I to IX

*Description:* A blast spell is an instant magical effect directed at one person or any target with an aura. The target gets a normal saving throw versus magic. If successful, no damage is taken (unless it's a very rare mystic element type); otherwise, full damage is dealt. The rank of the spell determines the damage die, and the level of the spellcaster determines how many dice. The spell level is the same as the rank. For example, *chi blast IV* is a fourth level, uncommon, spirit spell that does 1d8 damage per level of the caster and costs 16 MSP to cast.

<Element> **bolt** (any mystic element type)

*MSP casting cost:* standard  
*Type:* same as main type of mystic element  
*Availability:* all four  
*Range:* 100 feet  
*Duration:* instant  
*Progression:* levels 1 to 9  
*Ranks:* I to IX

*Description:* A bolt spell is an instant physical force produced by the magic and 'launched' by the caster who must roll to strike for the bolt to hit. A single bolt is manifested, and it can burn stuff (or do whatever that elemental force normally would do to the environment). Bolts can be parried or dodged like a normal missile weapon. The bonus to strike is equal to the level of the spellcaster plus spell strength. The rank of the spell determines the damage die, and the level of the spellcaster determines how many dice. The spell level is the same as the rank. For example, *shock wave bolt II* is a second level, common, earth spell that does 1d4 damage per level of the caster and costs 4 MSP to cast.

<Element> **field** (any mystic element type)

*MSP casting cost:* standard  
*Type:* same as main type of mystic element  
*Availability:* all four  
*Range:* 100 feet  
*Duration:* 1 minute per level  
*Progression:* levels 3 to 11  
*Ranks:* I to IX

*Description:* A field spell is a continuous, magical area of effect targeted on a location as opposed to an individual. The area affected is 10ft × 10ft per level; the height is 10 feet. Targets get a normal saving throw versus magic. If successful, no damage is taken (unless it's a very rare mystic element type); otherwise, full damage is dealt. The rank of the spell determines the damage die, and the level of the spellcaster determines how many dice. The spell level is two higher than the rank. For example, *frost field V* is a seventh level, common, water spell that does 1d10 damage per level of the caster and costs 24 MSP to cast.

<Element> **globe** (any mystic element type)

*MSP casting cost:* standard  
*Type:* same as main type of mystic element  
*Availability:* all four  
*Range:* 100 feet  
*Duration:* 1 minute per level  
*Progression:* levels 2 to 10  
*Ranks:* I to IX

*Description:* A globe spell is a continuous magical effect directed at one person or any target with an aura. It acts like a nimbus causing damage every round for the duration. The target gets a normal saving throw versus magic. If successful, no damage is taken (unless it's a very rare mystic element type); otherwise, full damage is dealt. The rank of the spell determines the damage die, and the level of the spellcaster determines how many dice. The spell level is one higher than the rank. For example, *vacuum field I* is a second level, rare, air spell that does 1 hit point of damage per level of the caster and costs 12 MSP to cast.

### Imbue weapon with <element> (any type)

*MSP casting cost:* standard

*Type:* same as main type of mystic element

*Availability:* all four

*Range:* touch

*Duration:* 1 minute per level

*Progression:* available at every level

*Ranks:* all

*Description:* Imbue weapon enchants a target weapon with a manifestation of the mystic elemental force. The energy adds a bonus to the damage of a weapon equal to the rank of the spell. It does not stack with a similar damage type already existing on the weapon. Opposed elemental types may not be on the same weapon at the same time (as a result of this spell). The spell level is the same as the rank. For example, *imbue weapon with concussion VI* is a sixth level, uncommon, earth spell that gives a +6 damage bonus to a weapon and costs 24 MSP to cast.

### Resist <element> (any mystic element type)

*MSP casting cost:* standard

*Type:* same as main type of mystic element

*Availability:* all four

*Range:* touch

*Duration:* 10 minutes per level

*Progression:* levels 1 to 7

*Ranks:* I to VII (see below)

*Description:* These resistance spells reduce the damage from different types of magic. The progression of the ranks of damage amount reduced is as follows:

- I. -1 point
- II. -25%
- III. -50%
- IV. -75%
- V. -90%
- VI. All damage reduced to 1 point
- VII. Immune

The spell level is the same as the rank. Resistance to a particular mystic element type also applies to all of the more common types within that main category. For example, *resist plasma III* is a third level, rare, fire spell that reduces plasma, balefire, and flame damage by 50% and costs 16 MSP to cast.

### Resist <force> (magic or physical or psionic)

*MSP casting cost:* standard

*Type:* spirit

*Availability:* common, uncommon, rare

*Range:* touch

*Duration:* 10 minutes per level

*Progression:* available at every level

*Ranks:* all

*Description:* These resistance spells provide a bonus to the target's saving throw. The bonus is equivalent to the rank (or level) of the spell. Common versions of the spells are simple magical effect (in terms of 'stacking'), uncommon versions are standard magical effect, and rare versions are greater magical effect.

### Summon <element> force (common mystic element type)

*MSP casting cost:* standard

*Type:* same as main type of mystic element

*Availability:* common

*Range:* 100 feet

*Duration:* 1 minute per level

*Progression:* available at every level

*Ranks:* all

*Description:* Summon elemental force creates a continuous magical effect that manifests as an independent, mobile force composed of the element and under the control of the caster. It is not an intelligent being, cannot abort actions, and requires the concentration of the caster in order to act. That is, it must act on a different initiative than the caster. It does not have *autoparry* or any other skills. The spell level is the same as the rank. The force's abilities progress as follows:

- |          |  |
|----------|--|
| AC:      | 5 + spell rank   |
| HP:      | 5 per rank   |
| Attacks: | 1 every 3 ranks (1 at 1 <sup>st</sup> , 2 at 4 <sup>th</sup> , 3 at 7 <sup>th</sup> , and so on) |
| Damage:  | 1d6 every 3 ranks  |

For example, *summon flame force V* is a fifth level, common, fire spell that manifests a mobile blob of flame with AC 10, 25 HP, and 2 attacks that cause 2d6 damage, and costs 16 MSP to cast.

## First Level

spell	MSP	type	avail	Range	duration	description
Agility of the cat I	2	Spirit	C	100 ft	1 hour/lvl	Raise Reflex to 16.
Beatific aura I	2	Spirit	C	100 ft	1 hour/lvl	Raise Beauty to 16.
Blinding flash	2	Fire	C	100 ft	Instant	+2 s/p/d versus affected creature. Only one target.
Breathe w/out air	2	Air	C	Self	10 min/lvl	
Brilliance of insight I	2	Spirit	C	100 ft	10 min/lvl	Raise Willpower to 16.
Charismatic aura I	2	Spirit	C	100 ft	1 hour/lvl	Raise Presence to 16.
Create coal	10	Fire	UC	100 ft	Permanent	15 lbs. of coal per level.
Create fog	2	Water	C	100 ft	10 min/lvl	Field; darkvision and nightvision are unaffected, +1 s/p/d against affected creatures, can only be cast outdoors, no saving throw.
Create mild wind	2	Air	C	100 ft	1 hour/lvl	1 mph per level.
Darken the sky	2	Air	C	100 ft	1 hour/lvl	100 foot radius per level.
Darkvision, Lesser	2	Fire	C	100 ft	10 min/lvl	See in complete darkness.
Death trance	2	Spirit	C	Self	1 week/lvl	Slows body's metabolism. Does not need water, food: slows poison, no additional damage.
Decipher magic	2	Spirit	C	Self	Varies	Shows weave of magical energies. Can determine affects of magic spells, circles, wards, or items.
Decrease weight, lesser	2	Earth	C	100 ft	10 min/lvl	10 lbs. per level; may affect items, but if in aura, get save.
Detect poison	2	Spirit	C	100 ft	1 min/lvl	100% detect in food, nsh.
Dowsing	2	Earth/ Water	C		10 min/lvl	Get direction and distance.
Dust storm	2	Earth	C	100 ft	1 min/lvl	Field; forces wizard to roll under Willpower to cast.
Endure cold	2	Air	C	Self	1 hour/lvl	No affects from natural cold (environment).
Endure fatigue	2	Spirit	C	Touch	1 hour/lvl	Satiates need for rest.
Endure heat	2	Fire	C	Touch	1 hour/lvl	No affects from natural heat (environment).
Endure hunger	2	Earth	C	Touch	1 hour/lvl	Satiates need for food.
Endure thirst	2	Water	C	Touch	1 hour/lvl	Satiates need for water.
Feather fall	2	Air	C	Self	1 min/lvl	Slows descent/falling.
Flame lick	4	Fire	UC	100 ft	1 min/lvl	1d8 damage; mystic level as bonus to strike; can be parried.
Float on water	2	Water	C	Touch	1 hour/lvl	
Fool's gold	2	Earth	C	Touch	1 hour/lvl	10 lbs. per level.
Foul water	6	Water	C	100 ft	Permanent	No damage. 10 gallons per level.
Globe of silence, lesser	2	Spirit	C	100ft	10 min/lvl	Cannot move, does not affect spell casting. 10 ft radius.
ID plants	2	Earth	C	100 ft	1 min/lvl	As skill, 100%.
ID precious metals and stones	2	Earth	C	100 ft	1 min/lvl	As skill, 100%.
Increase weight, lesser	2	Earth	C	100 ft	10 min/lvl	10 lbs. per level; may affect items, but if in aura, get save.
Knowledge of ages I	2	Spirit	C	100 ft	10 min/lvl	Raises Intelligence to 16.
Locate minerals	2	Earth	C	100 ft/lvl	10 min/lvl	Get direction and distance of unworked minerals.
Mystic illusion I	2	Spirit	C	100 ft	10 min/lvl	Sight.
Nightvision, lesser	2	Fire	C	100 ft	10 min/lvl	See in low light conditions.
Quickness of the serpent I	2	Spirit	C	100 ft	10 min/lvl	Raise Prowess to 16.
Reduce self	4	Water	UC	Self	10 min/lvl	1/x, normal size; x = level.
Rock to mud	6	Earth	C	100 ft	Permanent	30 lbs. per level, natural stone, automatic, worked stone, standard save.
Rot wood	6	Earth	C	100 ft	Permanent	Lose half SDC.
Saltwater to fresh	6	Water	C	Touch	Permanent	10 gallons per level.
See invisible	2	Air	C	Touch	1 hour/lvl	
Sense magic, lesser	2	All	C	Self	1 min/lvl	Plain view.
Sense traps	6	Earth	R	100 ft	1 min/lvl	8% per level of knowing specific.
Speed of the cheetah I	2	Spirit	C	100 ft	10 min/lv	Raises Speed to 16.
Stamina of the dwarf I	2	Spirit	C	100 ft	1 hour/lvl	Raise Endurance to 16.
Stop wind	2	Air	C	100 ft	1 min/lvl	Up to 25 mph.
Strength of the giant I	2	Spirit	C	Touch	1 min/lvl	Raises Strength to 16.
Tongues	2	All	C	100 ft	1 hour/lvl	No save.
Track	6	Earth	R	100 ft	1 hour/lvl	As skill, 100%, magically lights up tracks.

## Second Level

spell	MSP	type	avail	range	duration	description
Agility of the cat II	4	Spirit	C	100 ft	1 hour/lvl	Raise Reflex to 18.
Air bubble	4	Air	C	Globe	10 min/lvl	AR 6, SDC 30.
Beatific aura II	4	Spirit	C	100 ft	1 hour/lvl	Raise Beauty to 18.
Breathe underwater	4	Water	C	100 ft	1 hr/lvl	
Brilliance of insight II	4	Spirit	C	100 ft	10 min/lvl	Raise Willpower to 18.
Carpet of adhesion	4	Earth	C	100 ft	1 min/lvl	Standard save; must be 10' x 10' carpet.
Chameleon, lesser	4	Earth	C	100 ft	1 min/lvl	
Change wind direction	4	Air	C	100 ft	1 hour/lvl	
Charismatic aura II	4	Spirit	C	100 ft	1 hour/lvl	Raise Presence to 18.
Charm	4	Spirit	C	100 ft	1 min/lvl	
Circle of rain	4	Air	C	100 ft/lvl	1 hr/lvl	
Create dirt or clay	14	Earth	C	100 ft	Permanent	5 pounds per level.
Create mound	14	Earth	C	100 ft	Permanent	
Create water	10	Water	C	Touch	Permanent	10 gallons per level.
Darkness, simple	4	Air	C	100 ft	10 min/lvl	Field; no save, creatures with DV and NV are unaffected. +1 s/p/d vs. affected creatures. Cannot be cast outside in direct sunlight, any magical light will counter in area.
Darkvision, greater	4	Fire	C	100 ft	1 hr/lvl	See in complete darkness.
Decrease weight, greater	4	Earth	C	100 ft	10 min/lvl	50 pounds per level; may affect items, but if in aura, get save.
Dirt to clay	10	Earth	C	100 ft	Permanent	50 pounds per level.
Dirt to sand	10	Earth	C	100 ft	Permanent	50 pounds per level.
Extinguish fire	4	Fire	C	100 ft	Instant	Extinguish normal fires; dispel magic fires (roll versus spell).
Fiery touch	8	Fire	UC	Touch	1 min/lvl	1d8 flame damage.
First strike	4	Spirit	C	100 ft	1 minute	The target gains +20 to her next initiative roll.
Float in air	4	Air	C	100 ft	1 min/lvl	Move at SPD 10.
Fog of despair	4	Water	C	100 ft	1 min/lvl	Field, +2 s/p/d versus those affected.
Globe of silence, greater	8	Air	UC	100 ft	1 min/lvl	Can move globe.
Grow plants	8	Earth	UC	100 ft	1 month/lvl	Field.
Identify	8	Spirit	UC	Self	Varies	As decipher; 8% per level to determine what magic item (nsh.) is & how it works.
Increase weight, greater	4	Earth	C	100 ft	10 min/lvl	100 pounds per level; may affect items, but if in aura, get save.
Invisibility	8	Air	UC	Touch	10 min/lvl	
Knowledge of ages II	4	Spirit	C	100 ft	10 min/lvl	Raises Intelligence to 18.
Levitate	4	Air	C	100 ft	10 min/lvl	100 pounds per level; 10 ft per level.
Liquid (any) to water, lesser	10	Water	C	Touch	Permanent	Does not affect toxic liquid.
Mesmerism	4	Spirit	C	100 ft	10 min/lvl	As hypnotic suggestion.
Mystic illusion II	4	Spirit	C	100 ft	10 min/lvl	Sight.
Nightvision, greater	4	Air	C	100 ft	1 hr/lvl	See in low light conditions.
Quickness of the serpent II	4	Spirit	C	100 ft	10 min/lvl	Raise Prowess to 18.
Repel animals	4	Earth	C	100 ft/lvl	10 min/lvl	
Sense magic, enhanced II	4	Spirit	C	100 ft	1 min/lvl	Hidden magic, through wood or dirt.
Shrink	8	Water	UC	Touch	10 min/lvl	6 inches tall; no stuff.
Speed of the cheetah II	4	Spirit	C	100 ft	10 min/lv	Raises Speed to 18.
Sphere of daylight	8	Fire	UC	10 ft/lvl	10 min/lvl	True daylight. Sphere diameter is 1ft.
Spirit of the wolf	4	Earth	C	100 ft	10 min/lvl	60 ft night vision, +1 sight & hearing perceptions, +2 scent, track +8%.
Stamina of the dwarf II	4	Spirit	C	100 ft	1 hour/lvl	Raise Endurance to 18.
Strength of the giant II	4	Spirit	C	Touch	1 min/lvl	Raises Strength to 18.
Swim as the fish	4	Water	C	100 ft	1 hour/lvl	Affect 1 person / level; swim at own SPD.
Swords to snakes	8	Spirit	UC	100 ft	1 min/lvl	Affects 1 sword/level. If sword held, gets save.
True dodge	4	Spirit	C	100 ft	1 minute	The target is imbued with energy that allows her to make one dodge roll at +20. The target may choose which roll receives the bonus, before the roll is made. Must be used within 1 minute.
True parry	4	Spirit	C	100 ft	1 minute	The target is imbued with energy that allows her to make one parry roll at +20. The target may choose which roll receives the bonus, before the roll is made. Must be used within 1 minute.
Walk the waves	4	Water	C	Touch	10 min/lvl	Speed 10.

spell (level 2)	MSP	type	avail	range	duration	description
Water seal	10	Water	C	Touch	Permanent	
Water to wine	15	Water	UC	Touch	Permanent	One liter with the quality based upon the level of the caster
Weightlessness	8	Air	UC	Touch	10 min/lvl	No weight; no stuff
Wind rush	4	Air	C	100 ft	Instant	Field; lose 1 action
Wisps of confusion	8	Air	UC	100 ft	1 min/lvl	Affect 1 person/level; -3 s/p/d/init.
Wither plants	4	Earth	C	100 ft	1 month/lvl	Kills all seasonals, destroys fruit and flowers of perennials. Combat note: If used against a plant based creature, get standard save or 1d6 damage per level.

### Third Level

spell	MSP	type	avail	range	duration	description
Agility of the serpent III	8	Spirit	C	100 ft	10 min/lvl	Raise Prowess to 16.
Animate plants	8	Earth	C	100 ft	1 min/lvl	Pal 87
Arcane lock	24	Spirit	C	Touch	Permanent	Caster unaffected, knock suppresses for 10 minutes.
Beatific aura III	8	Spirit	C	100 ft	1 hour/lvl	Raise Beauty to 16.
Blur	8	Spirit	C	Touch	1 min/lvl	+4 miss factor.
Brilliance of insight III	8	Spirit	C	100 ft	10 min/lvl	Raise Willpower to 16.
Call lightning	8	Air	R	100 ft	Instant	1d6 dam/level, no save, only outdoors.
Calm waters	8	Water	C	100 ft	10 min/lvl	Reduce wave height and speed by ½.
Change self	8	Spirit	UC	Self	10 min/lvl	No additional limbs, includes clothing and equipment, +50% disguise.
Charismatic aura III	8	Spirit	C	100 ft	1 hour/lvl	Raise Presence to 16.
Circle of cold	8	Water	C	100 ft	10 min/lvl	-40 degrees F, Pal 93.
Circle of flame	8	Fire	C	100 ft	1 min/lvl	30 ft diameter, 30 ft high, 4d8 damage.
Clairaudience	8	Spirit	C	Varies	1 min/lvl	Hear at a distance; PHB 184.
Clairvoyance	8	Spirit	C	Varies	1 min/lvl	See at a distance; PHB 184.
Cloud of ash	8	Fire	UC	100 ft	1 min/lvl	Vision reduced to ½, 1d8 flame damage, 67% chance start fire (combustibles).
Command fish	8	Water	UC	100 ft	10 min/lvl	Fish are not intelligent, simple commands.
Commune with dead	8	Spirit	C	Touch	1 min/lvl	Dead 2 hours/level, 2 questions/min.
Continual flame	24	Fire	UC	Touch	Permanent	Create a torch sized flame, no heat.
Counterspell	8	Spirit	UC	100 ft	Instant	Counters spell as it is cast.
Create heat	8	Fire	C	Varies	1 hour/lvl	Raises temperature by 15 degrees/level.
Crumble stone	8	Earth	C	Touch	Permanent	50 pounds per level, reduce SDC by half.
Detect thoughts	8	Spirit	UC	100 ft	Varies	PHB 194, no read thoughts.
Dig	8	Earth	C	100 ft	1 min/lvl	Pal 88.
Displacement	8	Spirit	C	Touch	1 min/lvl	50% miss chance.
Dissipate gases	8	Air	UC	100 ft	Instant	1st minute ½ effects, 2nd minute normal.
Fingers of the wind	8	Air	C	100 ft	1 min/lvl	Pal 82.
Fireball	8	Fire	R	100 ft	Instant	1d6 per level, no save, only dodge 18+.
Flight	8	Air	C	Touch	1 hour/lvl	Fly at standard speed.
Fog cloud	8	Water	C	100 ft	10 min/lvl	Obscures sight (including night- darkvision); melee combat, 20% miss; ranged, 50% miss, no line of sight.
Glitterdust	8	Spirit	R	100 ft	1min/lvl	Reveals invisible or chameleon creatures, no save.
Haste	8	Spirit	C	Touch	1 min/lvl	Target gains 1 action per round.
Heal burns	8	Fire	C	Touch	Instant	1d6 per level, only heals burn damage.
Heat object/water	8	Fire	C	100 ft	1 min/lvl	Pal 93.
Knock	8	Spirit	C	100 ft	Instant	Opens two means of locking; has a chance of success equal to 5% per caster level.
Knowledge of ages III	8	Spirit	C	100 ft	10 min/lvl	Raises Intelligence to 16.
Leomund's trap	16	Spirit	C	Touch	Permanent	Object appears trapped.
Locate object	8	Spirit	C	1000 ft	1 min/lvl	PHB 223.
Lower temperature	8	Water	C	Varies	1 hour/lvl	Lowers temperature by 15 degrees/level.
Mage armor	8	Spirit	C	100 ft	1 min/lvl	+4 AR (floating)
Magic mouth	8	Spirit	C	Touch	Varies	PHB 225.
Melf's acid arrow	8	Water	UC	100 ft	Varies	2d4 damage per round for every 3 levels.
Misdirection	8	Spirit	C	100 ft	1 hour/lvl	PHB 230
Mount	8	Spirit	C	100 ft	2 hours/lvl	Summon light horse/pony, saddle, nsh.
Obscure object	8	Spirit	C	Touch	1 hour/lvl	Hides object from location by spell, nsh.
Protection from arrows	8	Spirit	C	Touch	10 min/lvl	Gain DR: 10/+1, max 10 per level.
Reduce object	8	Spirit	C	100 ft	10 min/lvl	1/3 size, ½ weight, not > 1000 pounds.
Ride the waves	8	Water	C	100 ft	1 hour/lvl	Move at 20 mph on water (surfboard).
Rust	8	Earth	C	100 ft	Permanent	Affects 40 pounds of iron per level, reduce SDC by 1/3, only mundane items.

spell (level 3)	MSP	type	avail	range	duration	description
Shatter	8	Earth	UC	100 ft	Instant	PHB 251
Sheet of ice	8	Water	C	100 ft	1 min/lvl	Pal 97
Shield	8	Spirit	UC	Self	1 min/lvl	Auto-parries for caster, 10 SDC per level, no damage on successful parry, auto-blocks magic missiles (no damage).
Speed of the cheetah III	8	Spirit	C	100 ft	10 min/lv	Raises Speed to 16.
Speed of the snail	8	Spirit	C	100 ft	1 min/lvl	Target's physical actions reduced by half.
Sphere of invisibility	8	Spirit	C	Touch	10 min/lvl	15 foot radius, can move (caster concentration).
Sphere of protection celestial	8	Spirit	C	Self	1 min/lvl	Creates a 20 foot radius of protection around the caster. Any celestial creature trying to enter that radius must make a standard saving throw or be -6 to strike, parry, and dodge. While under the influence of the sphere, the caster and any others within the radius gain a +6 to save against magic cast by a celestial (regardless of the celestial's save).
Sphere of protection infernal	8	Spirit	C	Self	1 min/lvl	Creates a 20 foot radius of protection around the caster. Any infernal creature trying to enter that radius must make a standard saving throw or be -6 to strike, parry, and dodge. While under the influence of the sphere, the caster and any others within the radius gain a +6 to save against magic cast by an infernal (regardless of the infernal's save).
Strength of the giant III	8	Spirit	C	Touch	1 min/lvl	Raises Strength to 16.
Tasha's hideous laughter	8	Spirit	UC	100 ft	1 min	Target loses 1 round of actions.
True strike	8	Spirit	C	Self	1 min/lvl	Gain +20 to next strike.
Turn self to mist, lesser	8	Spirit	C	Self	10 min/lvl	No stuff, Pal 65.
Water breathing	8	Water	C	Touch	1 hour/lvl	1 target per mystic level.
Web	8	Spirit	UC	100 ft	1 min/lvl	PHB 272.
Whispering wind	8	Air	C	1 mile	Varies	Delivers 25 word message to known location, PHB 272.
Words of truth	8	Spirit	C	100 ft	1 min/lvl	Compelled to answer truthfully, 2 questions per minute, save for each question (cannot repeat same question).

## Fourth Level

spell	MSP	type	avail	range	duration	description
Armor of Ithan	12	Spirit	C	100 ft	1 min/lvl	Creates a magical suit of armor around the target. The target's AC is 15 + caster's level, and they take -25% damage from all 4 common elemental damage types.
Non-detection	12	Spirit	C	Touch	1 hour/lvl	Prevents the recipient from being targeted by scrying, remote viewing, or other clairvoyance powers and spells. If these effects are in the area, the target is not perceived.

## Fifth Level

spell	MSP	type	avail	range	duration	description
Cleanse	16	Spirit	C	100 ft	Instant	Automatically negates <i>mystic poisoning</i> spell.
Familiar link	50	Spirit	C	100 ft	Permanent	This directed spell targets a specific animal. The target can have a greater than animal intelligence and may have mystical abilities (that is, mystic creatures).
Ignore critical attack	20	Spirit	UC	Touch	1 hour/lvl	While under the influence of this spell, the target ignores any rolls on the critical hit chart. The target can ignore one critical hit per level of the caster. The target does not get to choose if the critical hit is ignored. Normal damage (including multipliers, if applicable) is still taken.
Strength of Utgard Loki	75	Spirit	UC	Touch	1 min/lvl	The target's Intelligence, Endurance, and Speed are all raised to 20. If these attributes are already above 20 they are unaffected. Additionally, the target gains one physical action as if affected by the <i>haste</i> spell.

## Sixth Level

spell	MSP	type	avail	range	duration	description
Haste, greater	20	Spirit	C	Touch	1 min/lvl	Target receives two additional physical actions each round.
Mystic poisoning	30	Spirit	C	100 ft	1 min/lvl	Target creature takes 1 HP damage per the MSP cost of the spell effects on the target (not including mystic poisoning). Limitations: May only affect one spell effect per level of the caster and only affects spells of the caster's level or less. (? Begin with lowest level spells?)
Mystic portal	50	Spirit	C	10 ft	1 min/lvl	The caster rips a hole in space and time and opens a portal to another location. The caster can open a portal equal to one foot diameter per level of the caster. The spell is limited to 50 miles per level of the caster. Standard teleportation rules apply. (See <i>Palladium</i> page 69.)
Raise dead	100	Spirit	C	Touch	Permanent	The target creature that has not been dead longer than one day per caster level is brought back from death, has only one hit point, and all other point pools are reduced to zero. Target must make a physical save to wake from a coma (magically assisted).
Time hop	20	Spirit	C	100 ft	Instant	The target creature is shifted forward in time one to six minutes.

## Eighth Level

spell	MSP	type	avail	range	duration	description
Fleet feet	28	Spirit	C	100 ft	1 min/lvl	Doubles the target's physical actions.

## Tenth Level

spell	MSP	type	avail	range	duration	description
Fleet feet, mass	36	Spirit	C	100 ft	1 min/lvl	Doubles the physical actions of one target per caster level.
Immobilize	50	Spirit	C	100 ft	1 min/lvl	A glittering column freezes one target creature in time; target receives no saving throw (though magic resistance still applies). Target cannot be affected by anything for the duration of the spell. Once the spell is over, all effects continue as if no time had passed.

# Appendix VII: Psionic Powers and Options

## Psionic Powers

Note: "mpl" = minutes per level

### First Level

psionic power	ISP	duration	range	description
Bite of the wolf	2	1 mpl	self	Unarmed attack deals 1d6 HP of physical (not subdual) damage
Burst	2	1 mpl	self	Gain +5 to Speed attribute (full "stat" points)
Commune with animals	2	10 mpl	100'	Gain empathy with natural animals (see Empathy); cannot give commands to animals; animals will not harm psion; affects 1 animal per level of psion
Death trance	2	1 hr/lvl	self	[Passive, invisible, abortable]; gives the psion the appearance of death; others can determine if the psion is really dead by making a successful Medical skill roll (must use an action), healing the psion of any damage (can't heal the dead), using the healer ability Life view or any similar magical/psionic effect (Empathy, See Aura, Sense presence, True seeing, etc.)
Detect psionics, lesser	2	1 mpl	100'	[No psionic save, passive, invisible]; detects if there is active psionic energy in area (cannot be used to detect an invisible entity); most psionic abilities radiate active energy, those that don't specify [Passive] at the beginning of the ability description
Empathy	2	1 mpl	100'	[Passive, invisible]; sense surface emotions, needs and drives (hunger, pain, fatigue, etc.) of one entity per minute
Evil eye despair, lesser	2	1 mpl	100'	Target receives a -1 penalty to strike, parry, dodge, and initiative; can be combined with other abilities that provide penalties in combat
Evil eye stun, lesser	2	instant	100'	Target loses one action
Hypnotic suggestion, lesser	2	1 mpl	100'	[Invisible]; influence the actions of a target entity by suggesting a course of action, which must be weaved into normal conversation and limited to a sentence or two (e.g., "These are not the droids you are looking for."); must be worded in such a manner as to make the action sound reasonable (no asking the entity to stab itself, throw itself onto a spear, etc.); cannot be used in combat
Illusion I	2	10 mpl	100'	[Passive, invisible on failed psionic save]; creates a visible three-dimensional image
Know direction	2	instant	self	Know which way is north
Mental bolt of force I	2	instant	100'	[No psionic save]; must make a successful to-hit roll versus target (this is treated as a missile attack) with a +1 bonus to strike per level; 1 HP of physical damage per level; can be parried like any other missile attack
Missive	2	instant	100'	[No psionic save]; send a one-way telepathic message to target entity
My light	2	10 mpl	self	Psion's eyes emit a 10 ft per level cone of light
Resist cold	2	1 hr/lvl	self	[Invisible]; psion can resist the negative effects of a naturally cold environment (frost bite, hypothermia, etc.); doesn't protect against attack forms that deal cold damage (i.e., a frost blast still deals normal damage)
Resist fatigue	2	1 hr/lvl	self	[Invisible]; psion can temporarily resist the effects of fatigue (lack of sleep, exhaustion, etc.); doesn't protect against attack forms that cause fatigue-like effects (Cloud of slumber, Evil eye sleep, etc.); cannot completely replace the need for sleep; maximum 72 hours of constant use, after which fatigue continues normally (must get full night sleep before using again)
Resist heat	2	1 hr/lvl	self	[Invisible]; psion can resist the negative effects of a naturally hot environment (heat stroke, burns, etc.); doesn't protect against attack forms that deal fire damage (i.e., a fire blast still deals normal damage)
Resist hunger	2	1 hr/lvl	self	[Invisible]; psion can temporarily resist the effects of hunger (starvation, etc.); cannot completely replace the need for food; maximum 48 hours of constant use, after which hunger continues normally (must get a full meal before using again)
Resist thirst	2	1 hr/lvl	self	[Invisible]; psion can temporarily resist the effects of thirst (dehydration, etc.); cannot completely replace the need for water; maximum 48 hours of constant use, after which thirst continues normally (must drink half a gallon of water before using again)
See the invisible	2	1 mpl	100'	[Passive, invisible]; visually perceive any object/entity that is magically/psionically invisible
Sense magic, lesser	2	1 mpl	100'	[Passive, invisible]; can see whether an entity, object or place radiates an aura of magic
Sense supernatural	2	1 mpl	100'	[Passive, invisible]; detect the number and nature of a supernatural entity (no line of sight needed)
Sense traps	2	1 mpl	100'	[Passive, invisible]; automatically detect the general location and trigger mechanism of a mundane trap (8% per level for specific information)
Talons	2	1 mpl	self	Gain +1 physical damage bonus to unarmed attack
Telekinesis I	2	1 mpl	100'	Can manipulate up to 1 pound per level
Vigor, lesser	2	1 mpl	self	[Abortable]; gain +1 HP per level

## Second Level

psionic power	ISP	duration	range	description
Armor, lesser	4	1 mpl	self	Gain +1 armor rating bonus; can be stacked with mundane and magical armor ratings
Aura of truth	4	1 mpl	100'	[Passive, invisible]; read target's aura and see if they are lying or not
Clairaudience	4	1 mpl	LOS	Concentrate on locale and hear almost as if there; distance is not a factor (must be on current plane of existence); locale must be a place familiar to the psion or an obvious one (such as behind a door, around a corner, in a copse of trees, etc.)
Clairvoyance	4	1 mpl	LOS	Same as Clairaudience except sight instead of sound (i.e., you see almost as if there); even if naturally pitch black, psion can see in a 10' radius around the center of the power's effect
Claws of the bear	4	1 mpl	self	Unarmed attack deals 1d10 HP of physical (not subdual) damage
Detect psionics, greater	4	1 mpl	100'	[Passive, invisible]; same as Detect psionics, lesser except psion can also detect passive and latent (those with psionics) abilities (cannot be used to detect an invisible entity)
Empathic transfer	4	instant	touch	[No psionic save]; psion can transfer any amount and type of HP damage or any one poison/disease from another entity to self; if poison/disease is transferred, no damage from these is transferred and any future saving throws for these are made by the psion
Enhanced perception, lesser	4	1 hr/lvl	self	Gain +2 bonus to one perception roll (sight, sound, smell); can manifest ability up to 3 times to gain a bonus to each perception, but cannot have more than one active enhancement per perception
Evil eye despair, standard	4	1 mpl	100'	Same as Evil eye despair, lesser except a -2 penalty
Fly, lesser	4	1 hr/lvl	self	Flight movement is at a maximum height of 1' and a maximum speed of ½ psion's Speed attribute
Identify, psionic	4	instant	touch	Determines the single most basic function of a psionic item, including how to activate (if appropriate) and how many charges (if any); if multiple functions, then the lowest level function
Illusion II	4	10 mpl	100'	[Passive, invisible on failed psionic save]; prereq (Illusion I); creates an audible sound
Levitate, self	4	1 mpl	self	Can move up and down (no horizontal movement) up to 5 feet per level (must be manifested from a location the psion can stand on); psion can carry up to 20 pounds per level; cannot be manifested to reduce impact damage taken from a fall
Mental bolt of force II	4	instant	100'	Prereq (Mental bolt of force I); same as Mental bolt of force I except 1d2
Metaphysical weapon, lesser	4	1 mpl	touch	Target weapon gains +1 bonus to strike, parry and damage; a group of up to 20 projectiles (arrows, bolts or bullets) can also be enhanced in this manner (must all be the same type), but they lose their enhancement after first use; a mundane weapon enhanced with this will allow it to effect creatures only affected by magical weapons
Mind block	4	10 mpl	self	[Passive, invisible, abortable]; prevents telepathy and presence sense from affecting/revealing the psion
Object read, lesser	4	1 mpl	touch	[No psionic save]; tap into the psychic emanations of the target object; psion can either attempt to determine how the object operates or the object's history (both at 8% per level)
Psycholuminescence	4	1 hr/lvl	touch	Target inanimate object glows with a silvery light in a 20' radius
See aura, lesser	4	1 mpl	100'	[Passive, invisible]; the viewed aura reveals general power level (low/medium/high), presence of active psionic energy (yes/no) and presence of magic (yes/no); may view one entity per minute
Sense link	4	1 hr/lvl	100'	Sense what the target senses by selecting any single sense at manifestation (cannot switch between senses); can only select a sense the target possesses (i.e., a blind person doesn't have a sight sense); link is persistent even if target leaves range (must remain on current plane of existence)
Sense magic, greater	4	1 mpl	100'	[Passive, invisible]; same as Sense magic, lesser except no line of sight is needed (object can be hidden in a chest, an entity can be concealed in a tree, etc.)
Sense presence	4	1 mpl	100'	[No psionic save, passive, invisible]; detects all "entities" within range; light-blue is animal, dark-blue is humanoid, gray is undead, white is supernatural; halves penalties of being blind or unable to see (round penalty up)
Skate	4	1 hr/lvl	self	Move as if skating on ice; speed attribute is doubled for movement only (no initiative, dodge or skill bonus); downhill movement is tripled
Telepathy, lesser	4	1 mpl	100'	Only surface thoughts and communication are possible; psion does not need to speak the target's language in order to communicate
Valor, lesser	4	1 mpl	self	[Abortable]; gain +1 bonus to all saving throws
Vigor, standard	4	1 mpl	self	[Abortable]; same as Vigor, lesser except +2 HP per level

## Third Level

psionic power	ISP	duration	range	description
Animal affinity	8	1 mpl	self	Gain 1d4+1 to any one attribute (full "stat" points); can be used on every attribute, but never twice on the same attribute at the same time
Biofeedback	8	1 mpl	self	[Abortable]; all further physical damage is taken as subdual damage
Bite of the tiger	8	1 mpl	self	Unarmed attack deals 2d6 HP of physical (not subdual) damage

psionic power (lev 3)	ISP	duration	range	description
Body equilibrium	8	1 mpl	self	[Abortable]; can walk on any solid or liquid surface (quicksand, spider's web, etc.); cannot walk on air
Breathe without air	8	10 mpl	self	[Abortable]; can function totally without air (underwater, in a vacuum, etc.); immune to mundane toxins, such as gas or fumes (magical toxins, such as Miasma or Cloud of Slumber, have normal effect)
Darkvision	8	10 mpl	self	[Passive, invisible]; can see in total darkness (like underground), but even moonlight or starlight disrupts darkvision
Evil eye damage, lesser	1+	instant	100'	Target receives 1 HP of psionic damage per ISP spent; maximum damage is 10 times level
Evil eye despair, greater	8	1 mpl	100'	Same as Evil eye despair, lesser except a -4 penalty
Evil eye stun, standard	8	1 mpl	100'	Target loses one action per round
Feather fall	8	1 mpl	self	[Abortable]; physical fall damage is reduced to zero
Fuel flame, lesser	8	1 mpl	100'	Magical and mundane fires do 2 times damage; this ability must be used on the same initiative segment as the target magical fire (if the fire has a duration of "instant"); if ability is manifested after taking damage from an existing fire (magical field, campfire, etc.), then the damage multiple won't take effect until damage is again dealt by the fire
Hypnotic suggestion, greater	8	10 mpl	100'	[Invisible]; same as Hypnotic suggestion, lesser except may be used in combat
Illusion III	8	10 mpl	100'	[Passive, invisible on failed psionic save]; prereq (Illusion II); creates the effect of odor(s)
Induce nightmares	8	1 night	100'	[Invisible]; target doesn't recover HP, MSP or ISP during the following night
Levitate, object	8	1 mpl	100'	[No psionic save]; target inanimate object (up to 50 pounds per level) can be moved up and down (no horizontal movement) up to 5 feet per level; object cannot be in the possession of an entity
Mental bolt of force III	8	instant	100'	Prereq (Mental bolt of force II); same as Mental bolt of force I except 1d4
Nightvision	8	10 mpl	self	Can see in low-light conditions (moon light, star light, etc.)
Object read, greater	8	1 mpl	touch	[No psionic save]; tap into the psychic emanations of the target object's owner; psion can either attempt to determine the present location of the object's previous owner or the present condition of the object's previous owner (both at 8% per level); previous owner can prevent this detection with a Mind block or similar ability
Precognition	0	perm	self	[Passive, invisible]; automatic ability that will trigger at GM's discretion and give you information or warnings; {special: costs double normal ExP to buy and uses 1 permanent ISP the first time it is manifested}
Psychic impressions	8	1 mpl	100'	[Passive, no psionic save]; gain historical vision of target location; everyday occurrences leave no residue for the psion to detect, but events that elicit strong emotions (battles, betrayals, marriages, murders, births, etc.) leave impressions; vision is dreamlike and shadowy (gain no special knowledge of those in vision other than what can be seen); see one distinct event per minute (if any exists) and up to 100 years per level into the past
Psionic vampire	8	1 mpl	self	Unarmed attack drains 5 ISP per level from target and transfers the same amount to psion; cannot gain more ISP than what would bring psion to current maximum (once at maximum, no hourly ISP recovery is regained); drained ISP remain until used normally; if the target is not psionic, their base ISP is equal to their Will attribute (non-psionics recover one ISP per day)
See aura, greater	8	1 mpl	100'	[Passive, invisible]; prereq (See aura, lesser); the viewed aura reveals exact alignment and levels as well as specific magic items; may view one person per round
Spider climb	8	10 mpl	self	Climb and travel on vertical surfaces and ceilings as a spider would; must have bare hands and feet; movement speed is halved
Sustenance	8	1 day	self	[Invisible]; can go without food and water; internally manifests sufficient nutrition and liquids to live (can be used to fully replace the need to ever eat or drink)
Telekinesis II	8	1 mpl	100'	Prereq (Telekinesis I); Can manipulate 10 pounds per level
Teleport object	8	instant	touch/ varies	[No psionic save]; target inanimate object (up to 10 pounds per level) can be teleported up to 50 feet per level (objects in the possession on an entity get a psionic save); personal possessions may be teleported back from any distance (current plane of existence) at 8% per month owned plus 1% per level (failed attempt may not be tried again for one day)
Turn invisible	8	10 mpl	self	[Passive, abortable]; psion is completely immune to any form of sight or seeing (others are at a -3 penalty to strike, parry and dodge the psion)
Vigilance	8	1 mpl	self	Can see up to 5' per level in total darkness, fog, silty water, dust-laden air and similar vision-impairing media (does not allow psion to see through objects); vision is black and white only, but otherwise like normal sight; magically obscured regions, such as magical darkness or fog, sight is reduced to 10'
Whitefire, lesser	8	instant	100'	Motes of unstable ectoplasm deal 1d6 HP of ectoplasmic (psionic) damage to targets in a 10' radius

## Fourth Level

psionic power	ISP	duration	range	description
Astral projection, lesser	12	varies	self	[Passive]; frees spirit from physical body and allows psion to project an astral body into another plane/dimension (psion's physical body does not enter Astral Plane); physical body remains in current plane of existence in a state of suspended animation (body doesn't age, it can remain in this state indefinitely) and psion can choose to return at anytime (no duration limitation); psion's astral body has all possessions and magical/psionic effects that physical body does when projected into the Astral Plane; the Astral Plane touches all other planes/dimensions, so travel can be made to other planes from Astral Plane (when doing so, a new physical body with possessions and effects is formed on the newly entered plane); the astral body is connected at all times to the material body by a silvery cord (if the cord is destroyed, which very few things can do, the psion is killed astrally and materially); when a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body; if the second body or astral form is slain, the cord simply returns to the person's original body, reviving it from its state of suspended animation
Charm person	12	1 mpl	100'	If target is currently in combat with psion or psion's allies, then target receives a +5 bonus to psionic save; does not allow control of target as an automaton; target regards psion's words and actions in the most favorable way; a charmed target never obeys suicidal orders and if threatened by psion or psion's allies the ability terminates; psion must speak target's language to communicate (or pantomime well)
Claws of the vampire	12	1 mpl	self	Unarmed attack deals 1d8 physical (not subdual) damage and heals psion the same amount (if psion is not damaged, then the healing has no effect)
Detect insanity	12	instant	touch	[Passive, invisible]; prereq (Telepathy, lesser); psion is able to determine if an entity has insanities; 8% per level (plus Psychology skill, if applicable) to determine specific
Detect poison	12	instant	100'	[Passive, invisible]; determine whether an entity, object or area has been poisoned or is poisonous
Dimensional slide	12	instant	100'	A limited form of teleportation, which allows the psion to instantly move to any seen location within range; cannot move through solid objects
Ectoplasmic form	12	1 mpl	self	[Abortable]; psion and equipment become a partially translucent mass of rippling ectoplasm that generally conforms to normal shape; gain damage resistance 20/+1 (the 20 means the psion's armor rating becomes 20 and the +1 is the magical bonus a weapon needs to ignore the new armor rating; therefore, only if attacked with a non-magical weapon will the psion get a 20 armor rating); material armor (including natural armor) becomes worthless, although all other enhancements to armor rating still apply; immune to poison and critical hits; cannot attack (physically, magically or psionically); movement speed is reduced to ½ Speed attribute and can pass through small holes or narrow openings (even mere cracks)
Enhanced perception, greater	12	1 hr/lvl	self	Same as <i>enhanced perception, lesser</i> except +4 bonus
Ethereal jaunt, lesser	12	1 mpl	self	[Abortable]; psion becomes ethereal, along with equipment, and enters the Ethereal Plane, which overlaps the normal, physical, Material Plane; ethereal entities are invisible, incorporeal (can move through solid objects, including living creatures) and are capable of moving in any direction (even up or down); can see and hear (limited to 60') the Material Plane, but everything looks gray and insubstantial; cannot attack material entities; physical, magical and psionic attacks/abilities only affect other ethereal entities; return to material plane when ability expires or is canceled (if materialize while inside a material object, shunted off to nearest open space and suffer 1d6 HP of molecular damage per 5' moved)
Evil eye pain	12	1 mpl	100'	Target receives a -6 penalty to strike, parry, dodge and initiative; target is dealt 1 HP of psionic damage per round on initiative 30
Fly, standard	12	1 hr/lvl	self	Flight movement is at a maximum height of 50' and a maximum speed of psion's Speed attribute
Fuel flame, greater	12	1 mpl	100'	Same as Fuel flame, lesser except 3 times damage
Illusion IV	12	10 mpl	100'	[Passive, invisible on failed psionic save]; prereq (Illusion III); creates the illusion of taste
Invisibility purge	12	1 mpl	100'	Creates a field (up to 10' × 10' × 10' per level) surrounding psion that negates all forms of invisibility (including the psion, if applicable) with a +4 bonus
Knock	12	instant	touch	Permanently opens mundane stuck, barred or locked doors, chests and portals, also loosens welds, shackles or chains if they serve to hold closures shut; suppress psionically or magically locked doors for 10 minutes (spell vs. spell)
Mental bolt of force IV	12	instant	100'	Prereq (Mental bolt of force III); same as Mental bolt of force I except 1d6
Metaphysical weapon, standard	12	1 mpl	touch	Same as Metaphysical weapon, lesser except +2 bonus to strike, parry and damage
Negate psionics	12	instant	100'	Same as the wizard spell Negate magic except affects psionic powers and effects only
Non-detection	12	1 hr/lvl	touch	[Passive]; protects self, other or object from detection by clairsentience abilities (clairaudience, clairvoyance, remote viewing, etc.); base protection chance of psion protecting self (including possessions) is 75% and base for psion protecting other entities (including possessions) or objects is 55%; protection chance is increased by 5% per level of psion that manifested Non-detection and protection chance is decreased

psionic power (lvl 4)	ISP	duration	range	description															
				by 5% per level of the entity that manifested the clairsentience ability															
Psionic lock	24	perm	touch	Psionically locks a door, chest or portal; lock can only be opened with Knock, a successful Negate psionics or by breaking the object (object is much more difficult to break [Hardness +10] while psionically locked); psion can freely open objects they psionically lock															
Remote viewing	12	1 hr/lvl	1 mile	Psion can see and hear target entity from any distance; creates a barely detectable translucent image (roughly similar to your own, but not enough to allow recognition) near the target; perception roll at -4 penalty to see psion (prowl penalties apply after initial perception roll); missive can be manifested through remote viewing; any passive sensing ability can be manifested while remote viewing; base chance of successful remote viewing is 5% per level (see chart below for bonuses) <table border="0" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Knowledge</td> <td style="width: 25%;"></td> <td style="width: 25%;">Connection</td> </tr> <tr> <td>Secondhand (you've heard of target)</td> <td>+10%</td> <td>Likeness or picture</td> </tr> <tr> <td>Firsthand (you've met target)</td> <td>+30%</td> <td>Possession or garment</td> </tr> <tr> <td>Familiar (you know well)</td> <td>+50%</td> <td>Lock of hair, nail clippings, etc.</td> </tr> <tr> <td>GM's discretion</td> <td>± X %</td> <td>GM's discretion</td> </tr> </table>	Knowledge		Connection	Secondhand (you've heard of target)	+10%	Likeness or picture	Firsthand (you've met target)	+30%	Possession or garment	Familiar (you know well)	+50%	Lock of hair, nail clippings, etc.	GM's discretion	± X %	GM's discretion
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Valor, greater	12	1 mpl	self	[Abortable]; same as Valor, lesser except gain +3 bonus to all saving throws															
Vigor, greater	12	1 mpl	self	[Abortable]; same as Vigor, lesser except +5 HP per level															

## Fifth Level

psionic power	ISP	duration	range	description
Adapt body	16	1 hr/lvl	self	Adapt body to ignore effects of hostile environments (underwater, extremely hot or cold, vacuum, etc.), meaning you can breathe, move and take no damage; environment is chosen at time of manifestation and cannot change; environments that deal more than 1d6 damage per round cannot be fully adapted to (subtract the first die of damage); an attack form does not constitute an environment (e.g., if you've adapted to arctic conditions, you're still vulnerable to psionic or magical attacks that deal cold damage); can only adapt to one environment at a time
Anchored navigation, lesser	16	1 hr/lvl	world	Psion creates an "anchor" point that must be within 10' when first manifested; psion is aware of exact distance and route (physical or psychoportive) back to anchor point; may have multiple anchor points active; can teleport back from any distance to anchor with no chance of error, however, the anchor then dissipates (another may be manifested); the anchor does not dissipate if psion returns to location, only if anchor point is used; use of anchor is confined to the plane of existence where manifested
Armor, standard	16	1 mpl	self	Same as Armor, lesser except gain +3 armor rating bonus
Cause insanity	16	1 wk/lvl	100'	Target gains one insanity; psion selects category (neurosis, phobia or sexual deviation) and GM rolls randomly
Claim cohort	16	1 wk/lvl	touch	[No save] psion marks a willing entity and can summon them using Call cohort; psion will always know location of cohort; cohort is considered a target (as long as the cohort is within range of the ability) for any abilities the psion can manifest on others; psion can have multiple cohorts
Cure insanity	16	perm	touch	Permanently remove one insanity from target; psion must be aware of specific insanity beforehand
*Detect remote viewing	16	1 hr/lvl	self	[Passive, invisible]; psion is aware of other's attempts to observe him/her by means of clairsentience or magical scrying; psion and observer make Willpower rolls (including any psionic strength bonus), if psion is under by more they get a visual image of the observer and a sense of their distance and direction (accurate to within one-tenth the distance between psion and observer)
Dispel spirits	16	instant	100'	Spirits of the dead are forced to flee back to the spirit world; no damage to the spirits
Displacement	16	1 mpl	self	[Abortable]; psion gains an emulated ability of the displacer beast (appear 2' away from true location); non-area of effect attacks, which require a to-hit roll, have a 50% chance of missing
Evil eye blind	16	1 mpl	100'	Target is temporarily blind
Evil eye stun, greater	16	1 mpl	100'	Target loses two actions per round
Fate of one	16	varies	self	Allows psion to re-roll any personal roll and take the better of the two (saving throw, perception, parry, etc.); once the power is manifested it remains with psion until used, but can only have one active manifestation; after a re-roll the power cancels
Fly, greater	16	1 hr/lvl	self	Flight movement doesn't have a height restriction and maximum speed is psion's Speed attribute x 2
Force field	16+	1 mpl	self	[Abortable]; generates a personal energy field around the psion; base structural damage capacity (SDC) of 20 and a miss rating of 3 + 1 per level; SDC can be increased when power is manifested at a rate of 1 SDC per ISP; once manifested the SDC can later be increased at a rate of 1 SDC per 1 ISP (increasing the force field SDC takes a psionic action; only one force field can be active (if a force field is active while another is created, the first dissipates); damage from any source that is dodgeable (e.g., sword, fist, magic frost bolt, psionic mental bolt of force, etc.) is first applied to the force field before being applied to any armor

psionic power (lvl 5)	ISP	duration	range	description																				
Illusion V	16	10 mpl	100'	[Passive, invisible on failed psionic save]; prereq (Illusion IV); create illusion of matter (solid, liquid, or gas)																				
Immovability	16	1 mpl	self	Psion becomes almost impossible to move by mentally attaching (anywhere, even midair) to the underlying fabric of the plane; psion cannot chose to move while ability is active; gain damage resistance 20/+2; only psionic abilities may be used; psion can be moved, which would cancel the ability, on a successful Strength vs. Will roll - psion's calculated Will is (Will attribute + psion's level)																				
Mental bolt of force V	16	instant	100'	Prereq (Mental bolt of force IV); same as Mental bolt of force I except 1d8																				
Mentally possess others, lesser	16	1 mpl	100'	Completely take over and control target entity's body (psion's body lapses into a trance-like state); only physical abilities of the possessed entity may be used; psion can still manifest psionic abilities, even if the target body is not psionic; while in another entity's body, if psion manifests this ability again, then the psion will leave the first target's body and take control of second target (first target will have full control of its body again); if possessed body is killed, psion is shunted to own body and stunned (cannot perform any actions) for 1 minute																				
Telekinesis III	16	1 mpl	100'	Prereq (Telekinesis II); same as Telekinesis I except 100 pounds																				
*Teleport self	16	instant	touch	[Abortable]; psion can teleport self and objects/entities up to 100 pounds per level a maximum of 5 miles; if teleporting another entity 26% chance that psion and other(s) will arrive unconscious for 1d6 hours; chance of success and results of failure below <table border="1"> <thead> <tr> <th>Teleport location</th> <th>Success</th> <th>Unsuccessful teleport</th> <th>%</th> </tr> </thead> <tbody> <tr> <td>Familiar or line of sight</td> <td>99%</td> <td>Wrong place, unknown location</td> <td>01-60</td> </tr> <tr> <td>Seen a few times</td> <td>76%</td> <td>300' above ground, 3d6+6 fall dam.</td> <td>61-79</td> </tr> <tr> <td>Not seen, but described</td> <td>32%</td> <td>Teleport into object, death</td> <td>80-00</td> </tr> <tr> <td>Unknown</td> <td>11%</td> <td></td> <td></td> </tr> </tbody> </table>	Teleport location	Success	Unsuccessful teleport	%	Familiar or line of sight	99%	Wrong place, unknown location	01-60	Seen a few times	76%	300' above ground, 3d6+6 fall dam.	61-79	Not seen, but described	32%	Teleport into object, death	80-00	Unknown	11%		
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True seeing	16	1 mpl	self	[Passive, invisible]; see through mundane/magical/psionic darkness; notice secret doors hidden by magic/psionics; see exact location of entities/objects altered by Blur or Displacement; see invisible entities/objects; see through illusions; see true form of polymorphed, changed or transmuted entities/objects; see into the Ethereal Plane; sight range is 100'																				
Wall of ectoplasm	16	1 mpl	100'	Creates an opaque wall (up to 10' x 10' x 10' per level) that is immune to damage of all types; can be curved like any magical wall spell; once formed only dissipated by a successful Negate psionics or dispel magic barriers but the wall gains a +4 bonus (wall's creator can also add psionic strength); spells, powers and breath weapons cannot pass through wall in either direction, but teleportive travel can bypass barrier; blocks ethereal creatures																				
Whitefire, greater	16	instant	100'	Same as Whitefire, lesser except 5d6 in a 20' radius; can melt low melting point metals, such as lead, gold, copper, silver, bronze																				

## Sixth Level

psionic power	ISP	duration	range	description
Ablating	20	varies	100'	Target entity/object is protected from Negate psionics; once the power is manifested it remains with target until used (only one active manifestation); intercepts a Negate psionics made against the target (as they manifest a psionic power) or a psionic effect active in the target's aura, causing the negate to fail (no die roll for negate, the negate essentially negates the Ablating power); protected psionic effects in a target's aura include Valor or Force field, but not Wall of ectoplasm or Metaphysical weapon
Advanced trance state	20	varies	self	[Passive, invisible]; gain +1 bonus to hourly recovery rate of HP, MSP and ISP per level; can only have one active manifestation; fully aware with full use of all psionic abilities (except those needing a "touch" or similar); may not use physical or magical actions; get perception rolls at -1; considered sleep for the
Call cohort	20	instant	world	[Abortable]; teleports your cohort to you; arrival point is any point within 10' of psion; if cohort is within 100' and in line of sight, then cohort can be teleported up to 5 miles away or to psion's Anchor navigation point (which dissipates anchor navigation point)
Contingency	20	varies	self	Store a psionic ability, whose level is not greater than the psion's level halved (round down), that will automatically and instantly trigger with a pre-selected condition; when initially manifested, Contingency and the stored ability's ISP costs are both paid; stored ability must be something that affects the psion (i.e., no Evil eye damage to whoever attacks psion); stored ability will remain inactive until triggered by a condition (e.g., entering combat, attacked, attacking, falling, underwater, negative HP, unconscious, etc.); once triggered the stored ability manifests even if the psion doesn't want it to; can only have one stored ability
Dimensional anchor	20	1 mpl	100'	Psion prevents target entity from using extra-dimensional travel; movement barred includes Astral projection, Blink, Dimension slide, Ethereal jaunt, Mystic portal, Phase door, Shadow walk, Teleport and similar spell-like, magical or psionic abilities
Domination, lesser	20	1 hr/lvl	100'	Control the actions of target humanoid; telepathic link with target; can force the target to perform as you desire; psion knows what target is experiencing, but receives no direct sensory input; if target is forced to do actions against their nature they

				receive a new psionic save with a bonus of +1 to +4 (GM discretion) and if successful, power is canceled; target will not carry out self-destructive/suicidal orders; once control is established, it can be exercised at any range within the current plane of existence; need not see the target to control it
psionic power (lvl 6)	ISP	duration	range	description
Energy barrier, lesser	20	1 mpl	self	[Abortable]; partially assimilate and convert energy attacks into harmless light; gain energy resistance 15 (ignore the first 15 HP of damage) to a specific common or uncommon magical damage type; once ability has prevented 15 HP of damage per level, it is canceled; illuminate 60' radius for 1 minute per HP of damage prevented
Ethereal jaunt, greater	20	1 hr/lvl	touch	Same as Ethereal jaunt, lesser except psion and target entities (along with their equipment) become ethereal; can bring 1 entity per level; once ethereal, need not stay together; all return to material plane when ability expires or is canceled
Evil eye damage, greater	1+	instant	100'	Prereq (Evil eye damage, standard); target receives 2 HP of psionic damage per ISP spent; maximum damage is 20 times level
Evil eye fear	20	1 mpl	100'	Target uses the quickest means of getting as far from the psion as possible; target will defend if attacked, but will use actions to be removed from combat before attacking psion
Freedom of movement	20	1 mpl	100'	Target moves and attacks normally, even under physical (poison or environment, but not shackles), magical or psionic influences that normally hinder movement (e.g., can attack underwater normally)
Graft weapon	20	1 mpl	self	Can attach any weapon or shield (mundane, psionic or magical) onto the end of psion's arm(s); weapon becomes an extension of arm gaining psion a +2 bonus to strike, parry and damage; psion is immune to disarm attacks or effects, but critical hits that destroy weapon/shield do full damage
Illusion VI	20	10 mpl	100'	[Passive, invisible on failed psionic save]; prereq (Illusion V); create effects that will register as a psionic effect
Inertial barrier	20	1 mpl	self	[Abortable]; encloses psion in a psychokinetic barrier; gain damage resistance 10/+2 (see Ectoplasmic form); once ability has prevented 15 HP of damage per level, it is canceled; absorb up to half damage from a fall (counts towards canceling); delays the effects of gases in the atmosphere for 2d4 minutes; this effect occurs before a force field, but after a shield
Insert memory	20	1 day/lvl	touch	Prereq (Telepathy); target gains one memory of psion's choice
Mental bolt of force VI	20	instant	100'	Prereq (Mental bolt of force V); same as Mental bolt of force I except 1d10
**Metaconcert	20	varies	touch	
Metaphysical weapon, greater	24	1 mpl	touch	Same as Metaphysical weapon, lesser except +3
Mind bond	20	1 hr/lvl	touch	Prereq (Telepathy, standard); creates mind link between psion and target; each learns everything there is to know about the other
Mind wipe	20	1 hr/lvl	touch	Prereq (Telepathy); target loses one memory of psion's choice or 80 ISP can be spent to wipe the target's mind blank (no past memories); the psion can spend 2 permanent ISP to make target permanently lose one memory, or 8 permanent ISP to permanently wipe the targets mind blank (target gets an additional save to resist the permanent erasure of memory)
Oak body	20	1 mpl	self	[Abortable]; body transforms into living oak; gain damage resistance 20/+1 (see Ectoplasmic Form); immune to blindness, deafness, disease, drowning, poison, stunning and all powers, spells or attacks that affect your physiology/respiration (you have no physiology/respiration); gain ¼ damage resistance to all forms of acid/cold; gain vulnerabilities to special attacks that affect wood 9i.e. double damage from fire); gain +3 to Strength attribute, -3 to Reflex/Prowess attribute (all full "stat" points) and reduce Speed attribute by half (round down); cannot drink (no potions) or play wind instruments; unarmed attack deals 1d6 and you are considered "armed" (can parry unarmed); weight increases by a factor of five, but will float in water
Phase door	20	1 mpl	100'	Creates an ethereal passage through wooden, plaster or stone walls (no other material); passage is invisible and inaccessible (unless taken by psion); passage blocks sight, light, sound and psionic/spell effects (disappear when enter and appear when exit); passage is up to 1' per level deep
Polymorph self, lesser	20	1 mpl	self	[Passive]; psion can transform into a new humanoid race; must have previously been within 100' of the race (or specific individual) transforming into (i.e., can't change into a troll if never been in their presence); gain all physical attributes (End, Str, Prw, Ref, Spd and Bty) and natural abilities (claws, vision, armor rating, etc.) of an average specimen, unless transforming into a specific individual, in which case you would receive their specific attributes/abilities; transform any physical quality (hair color, height, gender, etc.) within normal parameters of new race; equipment transforms (retaining properties) to match new race; can change race within duration, but requires a full round to complete each transformation; if killed, revert back to original race (still dead)
*Reddopsi	20	varies	self	Psionic abilities targeting psion reflect on the original manifester (even beneficial psionics such as healing, lust for life, etc.); cannot reflect area of effect powers, those that target psionic/magical effects or ranged touch attacks; once the power is manifested it remains with psion until used (only one active manifestation); cancels when a power is reflected

psionic power (lvl 6)	ISP	duration	range	description
Remote view trap	20	1 hr/lvl	100'	[No psionic save]; detect if entities use clairsentience powers or other means of observing you from afar (not aware of entity or their location; Will vs. Will roll (calculated Will is [Will + psionic strength bonus + 1 per level]), if psion wins (tie goes to psion) then remain undetected and observer is dealt 1d4 per level points of bioelectrical damage; must be in effect before remote viewing occurs
Retrieve	20	instant	100'	Teleport an object within range and line of sight directly to psion's hand; other entities receive a +4 bonus to their psionic save if the object is in their possession
Telepathy, standard	20	1 mpl	100'	Prereq (Telepathy, lesser); psion can delve deep into the target's mind and see their memories (communication is also possible); psion does not need to speak the target's language in order to communicate or understand memories
Teleport trigger	36	varies	self	Prereq (Teleport, self); allows teleportation to a predetermined location based on a predetermined condition; location must be within 10' of psion when manifested; conditions can be general ("if attacked") or specific ("if HP <= 8"); when condition occurs, teleportation is triggered instantly (even if psion doesn't want it), psion returns to location regardless of distance (same plane of existence) and the trigger ability is canceled (condition doesn't trigger another teleport); once the power is manifested it remains with psion until triggered (only one active manifestation)
Time hop	20	instant	100'	Target is forced 1d6 minutes into the future; target reappears in the same orientation and condition (for the target, no time has passed); if the space from which the target departed is occupied upon their return, they appear in the closest unoccupied space
Trace teleport	20	instant	100'	[Abortable]; track the origination or destination of target's psionic or magical teleportation (including extra-dimensional); if target fails psionic save, then psion gains "familiar" knowledge of location for teleportation purposes (doesn't grant any information on the condition of location except mental coordinates); must be cast within 15 initiative segments of target's teleportation

## Seventh Level

psionic power	ISP	duration	range	description
*Alter personality	48	varies	touch	Prereq (Insert memory, Mind wipe); psion alters the target's psyche; alterations include alignment, loyalties, enemies, friends, emotional states, etc.; see chart below for duration examples
Anchored navigation, greater	24	1 day/lvl	extra-planar	Prereq (Anchored navigation, lesser); same as Anchor navigation, lesser except power extends across all planar boundaries and is useful for all psychoportation abilities; can manifest passive sensing abilities through anchor
Armor, greater	24	1 mpl	self	Same as Armor, lesser except gain +6 armor rating bonus; enhancements are made from ectoplasm pulled from the Astral Plane and thus, incorporeal creatures can't pass through
Astral projection, greater	24	varies	touch	[Passive]; same as Astral projection, lesser except psion can bring up to one willing target per level; fellow travelers are dependant upon psion and must accompany psion at all times (i.e., if psion dies, companions are stranded)
Dismissal, lesser	24	instant	100'	Target extra-planar entity is sent back to their plane of origin; 20% chance of target arriving at a plane other than its own
Divert teleport	24	instant	100'	[Abortable]; can select the final destination of any incoming or outgoing psionic/magical teleportation (within range) to a destination (within range) that the psion has line of sight of or that they've teleported to before; must be manifested within 1 initiative segment of target's teleportation
Emulation, lesser	24	varies	varies	Manifest any psionic ability of 6th level or lower; only the ability's base cost is paid for by Emulation, additional ISP must be paid separately (e.g., a 20 point Evil eye damage would cost 43 ISP)
Energy barrier, greater	24	1 mpl	self/ 100'	[No psionic save if discharged]; same as Energy barrier, lesser except also prevents uncommon magical damage; prevented energy damage can be discharged as a single bolt (within range); +1 strike bonus per level; if target is hit, they take HP damage and type equal to prevented damage; ability is canceled once discharge attack is made
Evil eye paralysis	24	1 mpl	100'	Totally immobilizes target's motor section of the brain, which affects all voluntary movement (arms, legs, eyes, etc.), but not involuntary (heart, lungs, etc.); target may use psionics, but not magical or physical actions (unless triggered mentally or "at will"); prone target may be hit for two times damage (regardless of physical armor rating)
Fission	24	1 mpl	self	Create an exact duplicate of psion up to 5' away; duplicate is considered a summoned creature and has no actions the round it arrives; duplicate thinks and acts exactly as you do and will follow your orders, but will not do anything you wouldn't do yourself; duplicate has all your knowledge/skills/powers/spells/etc., half of current ISP (figured after deducting for duplicate; maximum ISP is still the same), full HP total (even if psion is damaged), any other physical trait (critical wound, etc.) you had at time of manifestation, but none of your equipment; powers, spells or other effects affecting you do not affect duplicate; when duration expires or power canceled, psion and duplicate rejoin, no matter how far apart (even extra-dimensional); when

				rejoined, psion loses half of duplicates HP damage and ISP used, although this cannot kill psion or bring ISP to below zero; if either psion or duplicate dies, immediately lose 10,000 XP (start with what was last purchased) and there is no rejoining (if psion died, then the duplicate becomes the "original"); only one duplicate can be in existence at a time (duplicate cannot manifest Fission)
psionic power (lvl 7)	ISP	duration	range	description
Generate personal aura	24	1 day/lvl	self	[Passive, invisible]; manipulate personal aura to radiate an artificial aura of choice; specify exact alignment, level, physical condition, creature type and presence of magic
Illusion VII	24	10 mpl	100'	[Passive, invisible on failed psionic save]; prereq (Illusion VI); create an effect that will register as magic
Mental bolt of force VII	24	instant	100'	Prereq (Mental bolt of force VI); same as Mental bolt of force I except 1d12
Mentally posses others, greater	24	1 mpl	100'	Same as Mentally posses others, lesser except psion coexists between the target's body and their own (psion's body can still perform all actions normally as well as perform actions with the target's body); psion can only possess one additional body at a time; target mind is suppressed, psion can communicate with it while possessed
Mind switch	24	1 hr/lvl	100'	Take control of target living entity by exchanging minds/souls (psion's mind/soul is forced into target's body and vice versa); requires a full minute to switch; each retains their own alignment/nature, INT, WIL and PRE, but gains new body's END, STR, PRW, REF, SPD, BTY and natural armor rating (neither gains the other's special abilities); if target's body is slain, then return to original body (if within range) and target's mind/soul in psion's body dies; if not within range, then psion dies and target entity retains control of psion's body permanently; if psion's body is slain, then target entity dies and psion retains control of target's body permanently
Power turning	24	varies	self	Psionic ability targeting psion reflects on the original manifester (even beneficial psionics such as healing, lust for life, etc.); cannot reflect area of effect abilities, those that target psionic/magical effects or ranged touch attacks; once the power is manifested it remains with psion until used (only one active manifestation); can reflect 7 to 10 (1d4 + 6) ability levels before the power cancels (each reflected ability subtracts its level from remaining total); if remaining total is less than the level of ability attempting to reflect then there is a partial reflection; calculated proportion is [remaining total] ÷ [incoming ability level]; damaging abilities deal the proportion to the original manifester and the remainder to psion; non-damaging abilities have a proportional chance to reflect to original manifester (if doesn't reflect, then psion is effected); for example, if remaining total is 1 and incoming ability's level is 4 - damaging ability would deal 1 ÷ 4 = ¼ = 25% of damage to original manifester and 75% to psion and non-damaging ability would have a 25% chance of reflection to the original manifester; see chart if both have Power turning active % Effect 1-70 Both Power turning abilities drain away without effect 71-80 Power affects both equally with full effect 81-97 Both Power turning abilities are rendered nonfunctional for 1d4 minutes 98-100 Both go through a rift into another plane
Telekinesis IV	24	1 mpl	100'	Prereq (Telekinesis III); same as Telekinesis I except 1,000 pounds
Teleport without error	24	instant	touch	Prereq (Teleport, self); same as Teleport, self except no chance of failure and no chance of psion/other arriving unconscious; must have a reliable description of the place teleporting to; if insufficient description (or with misleading description), then disappear and simply reappear in original location

## Eighth Level

psionic power	ISP	duration	range	description
Awakening	28	instant	100'	[No psionic save]; target is immediately awoken from a natural, magical or psionic-based sleep (Cloud of slumber, Evil eye sleep, etc.); if target is within an area of effect "sleep" ability/spell when awoken, then they are safe from its effects; no further protection from sleep is given
Domination, standard	28	1 day/lvl	100'	Same as Domination, lesser except you can control the target without sharing a common language, target gains -10 penalty to psionic save for actions against their nature and target will carry out self-destructive orders if the above-noted psionic save is failed
Dream travel	28	1 hr/lvl	touch	Physically enter the region of dreams and move through the minds of dreamers everywhere; can take one other entity per level; for every minute moving through dream, travel 5 miles in the waking world; psion knows where they will come out in the waking world
Evil eye sleep	28	1 mpl	100'	Target is sent into a sound, unnatural slumber; target may not use physical, magical or psionic actions (not even those triggered mentally or "at will"); items on the target which don't require intervention from the wearer will still trigger normally (wards, etc.); prone target may be hit for two times maximum damage (regardless of physical armor rating)

psionic power (lvl 8)	ISP	duration	range	description
Illusion VIII	28	10 mpl	100'	[Passive, invisible on failed psionic save]; prereq (Illusion VII); creates illusion of physical damage; if target is reduced to less than zero HP while under the influence of the illusion, they can make a second saving throw with an additional - 2 modifier or fall unconscious (the target thinks they are attempting to stay conscious); if the target is reduced to less than negative their Endurance, they can make a third saving throw with an additional - 5 modifier or fall unconscious; if the target succeeds in this last saving throw the Illusion is broken and they are "restored" to normal hit points
Iron body	28	1 mpl	self	[Abortable]; body transforms into living iron; gain damage resistance 50/+2 (see Ectoplasmic Form); immune to blindness, critical hits, deafness, disease, drowning, poison, stunning and all powers, spells or attacks that affect your physiology/respiration (you have no physiology/respiration); gain ½ damage resistance to all forms of acid/fire; gain vulnerabilities to special attacks that affect iron; gain +6 to Strength attribute, -6 to Reflex/Prowess attribute (all full "stat" points, minimum 1) and reduce Speed attribute by half (round down); cannot drink (no potions) or play wind instruments; unarmed attack deals 1d6 and you are considered "armed" (can parry unarmed); weight increases by a factor of ten (sink in water, but could survive crushing pressure and lack of air at bottom of ocean)
Mental bolt of force VIII	28	instant	100'	Prereq (Mental bolt of force VII); same as Mental bolt of force I except 1d20
Mind blank	28	1 hr/lvl	100'	[Passive, invisible]; target is totally protected from all devices and power that detect, influence and read emotions/thought, including all mind-affecting powers and effects, as well as information gathering by clairsentience powers or effects (except Metafaculty); clairsentience scanning the area that the target is in will function, but the target simply isn't detected and those scanning the target specifically do not function at all
Mind store	56	perm	self	Creates a small storage crystal containing the essence of the psion's living mind; crystal remains utterly inert until the psion's death, at which time the psion's soul transfers into the crystal (begins to dimly glow); upon transference, the psion's physical body becomes inert matter and cannot thereafter be restored to life; transference works over any distance, physical or extra-dimensional (unless some special planar geometry supersedes the transfer); psion has full access to their psionic abilities; after 30 days, psion's sentience fades from the crystal and soul passes on; psion can grow a new body out of ectoplasm pulled from Astral Plane (takes 10 days in uninterrupted solitude); after 10 days, psion totally inhabits the new body (naked, no equipment), which is an exact duplicate of psion's body at the time Mind store was originally manifested; crystal slowly breaks down and eventually becomes a part of the new organic body; psion may opt to remain in crystal form by spending 2 permanent ISP per level of the psion when mind store was originally manifested
Null psionics field	28	1 mpl	self	[No psionic save, passive, invisible]; creates an area up to 10' x 10' x 10' per level (always centered on psion), which suppresses all psionic abilities/effects/items; field suppresses effects used within, brought into or manifested into, but does not negate them (e.g. a Dominated creature is not dominated while inside field, but resumes when field is left); time spent within field counts against the suppressed ability's duration; Negate psionics ability cannot remove the field; two or more fields have no effect on each other
Plane shift	28	instant	touch	Travel to any other plane of existence or alternate dimension with up to one willing target per level; pinpoint accuracy on arrival location is nearly impossible (appear 5d100 miles from intended location, but no chance of failure or death); cannot be used to randomly travel to other planes/dimensions, must have some connection to destination (plane of origin, previously visited, telepathic "description", an object from there, etc.)
Polymorph self, greater	28	10 mpl	self	[Passive]; same as Polymorph self, lesser except can transform into any entity (not limited to only humanoid races)
Shadow body	28	1 mpl	self	[Abortable, passive]; psion's body and equipment are subsumed by their shadow (become living shadow); move on any surface, including walls and ceilings, as well as across the surface of liquids (even up the face of a waterfall); gain damage resistance 30/+3 (see Ectoplasmic Form); immune to blindness, critical hits, deafness, disease, drowning, poison, stunning and all powers, spells or attacks that affect your physiology/respiration (you have no physiology/respiration); gain ½ damage resistance to all forms of acid/fire; blend into any other shadow and become invisible in darkness (psion is part of the shadows, so See the invisible still won't detect them); detected by powers that detect thoughts, life or presences (including True seeing) or by suspicious movements in lighted areas (appear as an unattached shadow in areas of full light); cannot interact physically with anything/anyone or cast magical spells, but psionic abilities function normally
Telepathy, greater	28	1 mpl	100'	[Passive, invisible]; prereq (Telepathy, standard); same as Telepathy, standard except target will only be aware of the psionic attack if they make a Will roll with a -5 penalty
Temporal acceleration	28	2 minutes	self	[Passive]; psion enters another time frame, speeding up so greatly that all others seem frozen, though they are still moving at their normal speeds; gain 2 minutes of apparent time (completely undetectable in this time frame); others are immune to

				psion's actions (and vice versa); can manifest abilities, which target psion or object (not held, carried or worn by another entity), and leave their effects to appear when Temporal acceleration ends (the abilities' durations do not begin until Temporal acceleration ends); cannot physically interact with objects in environment (i.e., no placing poison in someone's drink); cannot enter an area protected by Null psionics field; when duration lapses, psion is disoriented and loses 1 minutes worth of actions (may still parry, use actionless "at-will" items, etc.)
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## Ninth Level

psionic power	ISP	duration	range	description
Affinity field	32	1 mpl	self	[No psionic save]; creates a feedback loop with all creatures in an area up to 10' × 10' × 10' per level (always centered on psion), causing all physical damage and healing felt by the psion to be shared by all entities in the area; entities are also subject to magical and psionic effects of 3rd level or less that affect the psion; does not share damage, healing or effects already on psion when ability is manifested; area of effect spells/abilities that encompass both psion and others do not doubly affect the others (a field of fire that includes psion and others will not damage others more than once within each initiative segment); magical/psionic effects last for the duration of Affinity field, not the duration of the effect (damage and healing caused by field are permanent)
Confidante	64*	perm	self	[No psionic save]; prereq (Telepathy, lesser); create a permanent, telepathic bond (same as Telepathy, lesser) with a willing target; no special power or influence is established as a result of the bond; once formed, it works over any distance (current plane of existence); permanent ISP must be spent: humanoid psion = 1 ISP, humanoid non-psion = 3 ISP, non-humanoid = 5 ISP
Confidante (cont.)				
Dismissal, greater	32	instant	100'	Same as Dismissal, lesser except target extra-planar entity receives a -4 penalty to their psionic save and there is no chance of target arriving at a plane other than its own
Illusion IX	32	10 mpl	100'	[Passive, invisible on failed psionic save]; prereq (Illusion VIII); soul {I'm still working out the effects of this}
Mental bolt of force IX	32	instant	100'	Prereq (Mental bolt of force VIII); same as Mental bolt of force I except 1d30
Metamorphosis self	32	1 hr/lvl	self	[Passive]; same as Polymorph self, greater except can also change into any inanimate object (losing all mobility); only psionic actions may be performed
Telekinesis V	32	1 mpl	100'	Prereq (Telekinesis IV); same as Telekinesis I except 10,000 pounds

## Tenth Level

psionic power	ISP	duration	range	description
Apopsi	54*	perm	touch	Delete 1d4 levels of abilities permanently from the target's mind; psion specifies level of each ability to be removed (GM randomly determines which ability is deleted); Psychic surgery may be used to restore the lost ability, but it must be performed within 1 week; psion must spend 1 permanent ISP
Domination, greater	72	perm	100'	Same as Domination, standard except target is permanently dominated; if target makes their psionic save to resist taking a particular action, all future saving throws to resist taking that specific action are made without penalty (target is never freed from power, even if they make their save); ability can also be used to cancel a previous manifestation by manifesting with the intention of freeing the target (target must make a normal psionic save, even if they want to be free)
Emulation, greater	36	varies	varies	Same as Emulation, lesser except 9th level or lower abilities
Genesis	72*	perm	100'	[No psionic save]; creates a finite plane with limited access - a demiplane; demiplanes created by this ability are very small, very minor planes that are in contact with the Ethereal and Astral Planes; must be manifested from Ethereal/Astral Plane and starts growing at a rate of 1' per day to an initial maximum radius of 10' per level and then grows 2' per year thereafter (it never stops growing); 5 permanent ISP must be infused into the demiplane to begin the creation, from then on the demiplane draws substance from ethereal vapors/protomatter or astral ectoplasm to form an environment reflecting most any desire the psion can visualize (must decide factors such as solid ground, air, water and temperatures); cannot create life or constructions (buildings, roads, wells, dungeons, etc.), but both can be introduced later; psychoportive abilities may be used to travel to demiplane with no chance of error
Illusion X	36	10 mpl	100'	[Passive, invisible on failed psionic save]; prereq (Illusion IX); alter reality {more...}
Incarnate	72*	perm	touch	Invest other abilities with self-sustaining energy (ISP) so that they become permanent; cannot be used on abilities with no duration (instant), greater than 5th level or those that are altered with XP; psion loses permanent ISP when abilities are made permanent, -3 ISP for abilities affecting psion, -7 ISP for others and -5 for objects/locations
Mental bolt of force X	36	instant	100'	Prereq (Mental bolt of force IX); same as Mental bolt of force I except 1d100
**Metafaculty	36	1 mpl	varies	

psionic power (lv 10)	ISP	duration	range	description
**Microcosm	36	instant	100'	
Psionic surgery	72*	perm	touch	Psion can remove psionic effects and also grant another entity knowledge of abilities known; remove effect can negate any compulsions/charms, ongoing/permanent effects caused by a psionic ability (cannot heal HP) and all forms of insanity, confusion, etc.; restore all drained or negative levels regardless of how they were lost (must be accomplished within 1 hour per level); transfer knowledge allows the psion to directly transfer knowledge of an ability (known to the psion) to a target entity with psionics; cannot transfer an ability higher than target can manifest; psion loses 1 permanent ISP per level of ability transferred
Timewalk	36	instant	self	Psion can regress apparent time one minute into the past (effectively replaying the last minute of activity); psion retains complete knowledge of the future minute, but everything else returns to the state it was in (HP, ISP, MSP, charged items, potions, etc.); psion can share knowledge of the future and is not required to follow the same sequence of actions

## Psionic Power Options

The following table shows specific modifications that can be made to individual psionic abilities. All costs (for each type of modification) are cumulative. The modifiers above the dashed line (which represents the standard) are XP reductions that can be taken when the ability is purchased. For example, if Clarissa wanted to pay double ISP (24 instead of 12) for the fourth level ability *astral projection*, she would only need to pay 100 XP instead of 400 when she obtains the ability. Abilities obtained in this way can be improved later by paying the upgrade cost. To raise *astral projection* from double cost to 1.5 times the ISP cost, she would pay an additional 200 XP (400 XP [standard cost of the ability] x ½ [multiplier for 1.5 times]). To raise an ability to standard, pay ½ the XP cost again.

Range		ISP Cost		Duration		Targets per action	
x1/4	Touch	x1/4	Double	x1/4	Quarter		
x1/2	10 ft.	x1/2	1 and one-half	x1/2	Half	x1/2	Self only
----	100 ft.	----	Standard	----	Standard	----	Self or 1 target
+500	Line of sight	+500	Three-quarters	+500	Double	+1000	Other (1) or 2 targets
+1000	1 mile	+1000	Two-thirds	+1000	Triple	+1500	1 target per level
+1500	10 miles	+1500	One-half	+1500	Quadruple	+2000	10 x level
+2000	100 miles	+2000	One-third	+2000	Quintuple	+2500	100 x level
+2500	1000 miles	+2500	One-quarter	+2500	Sextuple	+3000	1000 x level
+3000	World	+3000	One-sixth				
+3500	Plane						
+4000	Extra-planar						

### Other notes on psionic powers and definitions/explanations

Psionic powers have a default configuration of [Active {energy}, Visible {manifestation effect}, Psion {target}, Psionic save], but things could be [Passive, Invisible, Other {Psion/Other}, No psionic save]

Only one active manifestation, unless otherwise stated  
 Cannot stack effects from lesser, standard, and greater abilities

**Illusions:** Affects all targets within range (friendly and non-friendly); if succeed in save, experience a hazy (unclear) effect; illusion is unique in that the psion can manifest multiple abilities at the same time (for example, a psion can manifest illusion I, II, and III using only one psionic action; all illusions must contribute to one effect; the preceding effect would be an illusion combining sight, sound and scent); if stacking illusion abilities, a cumulative -1 to save is accumulated after the first ability (i.e. using the above example, all targets would be minus two to save [in addition to any psionic strength from the psion])

**Telekinesis:** Can only affect willing targets. Movement is slow, about 6 Speed. Can move the target vertically and horizontally. Targets are manipulated as if held by one hand.

# Appendix VIII: Index of Key Terms

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