

# And now, the psionist

A class that moves psionics into the mainstream

by Arthur Collins

[Editor's introduction: By courteous arrangement with Katherine Kurtz, author of the Deryni and Camber fantasy trilogies, this article and the ones following it incorporate certain elements of the Deryni universe in its description of the Psionist character class for the AD&D™ game. Some particular terms and phrases used in these articles are drawn more or less directly from Ms. Kurtz's works; these are marked with an asterisk (\*). Readers interested in learning more about the Deryni universe will find a list of Ms. Kurtz's books at the end of this section; they are highly recommended.]

From the moment I discovered psionics in the Players Handbook, this aspect of the AD&D™ game has had an enormous attraction for me. Psionic powers spice up the game with new possibilities. And, for me at least, they have one great advantage over spell casting: they are simpler, particularly in their methods of use and recovery. They also open up new vistas of gaming; planar travel is much easier to accomplish psionically, for instance.

But there are some weighty problems involved in using psionics, too: maintaining game balance, for one thing. Added to an already powerful character's abilities, the use of psionics may result in a "killer character," which is boring to play and detrimental to the game. And keeping track of psionic strength points can get to be rather complicated.

Also, there's a rather basic problem with the whole concept of psionic endowment. As the rules are written, a psionic individual cannot have more than 6 disciplines — not enough to make psionics stand alone as the nucleus of a character's profession. But when psionic ability is added on top of the abilities a character already has by virtue of his class, you run the risk of overbalancing the character — you get (for example) thieves who are better at psionics than they are at thievery, or who use their psionic abilities more often than they use their thieving skills. For these reasons, it is easy to see why psionic powers are a (little-used) optional part of the game.

The practice of psionics really belongs as a character class profession in its own right. Psionic powers need a little expansion, but have the potential to add a great new class to the game: a *distinct* class, rather than merely a subclass of something else. Nor would such a class relegate the present system of psionics for all classes to the dustbin. The two could



exist side by side. To differentiate between them, we will call the psionically endowed character of a standard class a *Psionic*, and the member of the new class a *Psionist*.

## THE PSIONICIST

The Psionist is a member of a class devoted to the exercise of arcane mental powers. Certain individuals have within them a talent for that sort of thing, and these persons can opt to be Psionists.

Table I: Class specifications

Ability score minimums:

Strength	3
Intelligence	10 <sup>1</sup>
Wisdom	10 <sup>1</sup>
Dexterity	3
Constitution	9
Charisma	10 <sup>1</sup>

<sup>1</sup> — At least one of these scores must be 16 or higher.

Possible races: human, half-elf  
Maximum level attainable: 20

Hit die type: varies with level (see below)  
 Maximum number of hit dice: 11  
 Spell ability: no  
 Armor permit ted: none  
 Shield permitted: none  
 Weapons permitted: club, dagger, dart, hammer, sling, spear, staff, sword, scimitar (but not two-handed sword)  
 Oil permitted: yes  
 Poison permitted: according to alignment  
 Alignment: any  
 Starting money: 3-36 gp (3d12)  
 Weapon proficiencies: initially, 3; additional proficiencies gained at 4th and 7th level (maximum 5 weapons)  
 Non-proficiency penalty: -4  
 Bonuses to x.p. awarded: +10% if IWC avg. (see below) is 16 or better  
 Minimum starting age: human, 18 + 1d6; half-elf, 40 + 2d6  
 Combat: uses thief table  
 Saving throws: uses magic-user table

#### Notes to Table I

*Ability scores:* As with regular psionics, at least one of a character's scores in intelligence, wisdom, and charisma must be 16. For the Psionicist class, the other two scores must be at least 10 each.

*Hit dice type:* As seen in Table II, the hit dice a Psionicist gains will vary from level to level. He begins at 1st level with one 10-sided die, then gains an 8-sided die at 2nd level (the points rolled being added to those gained at 1st level), another d8 at 3rd level, and so forth. No other class has a pattern like this. This system simulates a Psionicist's mental development. The Psionicist begins with only a fraction of his eventual mental powers operative, and so must depend upon brawn as much as brain. As he (or she) goes up in levels, he still needs to be in good physical shape, but the mental training he pursues will mean he puts less and less emphasis on the physical side of things, like combat training. These abilities atrophy somewhat, to be replaced by increased psionic ability. (Also, in terms of game balance, a little extra hit-point help to begin with can enable this character to survive.) In terms of average hit points, this is not unreasonable. A 14th-level Psionicist has an average of 40½ hit points. A 12th-level cleric has an average of 46½ hp, a 12th-level magic-user has 28½ hp, and a 12th-level monk has 32½ hp. All three of these example characters would

have approximately the same number of experience points as a 14th-level Psionicist would have.

*Armor and weaponry:* The Psionicist can pick from a fair assortment of weapons (just a little better than the choices of a druid). All of these are common, non-specialty type weapons, unlike bows, pole arms, two-handed swords and such that are typically employed by specialists. However, the Psionicist uses no armor or shield; he is not interested in fighting as a profession. (Deryni are an exception to this; see the following article.)

*The IWC average:* This concept, mentioned in Table I in relation to experience-point bonuses, is crucial to the Psionicist as a class. It shows up again in Table II under "Ability factor." It is the average of the Psionicist's intelligence, wisdom, and charisma scores. The lowest IWC average (IWC for short) a Psionicist could have would be 12 (2 scores of 10 plus one score of 16 = 36, divided by 3 = 12), while the highest IWC would be 18 (all three scores of 18). Averages are carried to one decimal place in all cases, and an IWC of 15.7 (for instance) is not equivalent to 16.

Table II: Experience levels, hit dice, and psionic abilities

Experience points	Level	No. HD	HD type	Level title	Ability factor	Modes		Disciplines		
						Attack	Defense	Minor	Major	Grand
0-2,500	1	1	d10	Beginner	x 10	1	0	1	0	0
2,501-5,000	2	2	d8	Psychic	x 11	1	1	2	0	0
5,001-10,000	3	3	d8	Medium	x 12	2	1	3	0	0
10,001-15,000	4	4	d6	Adept	x 13	2	2	4	0	0
15,001-25,000	5	5	d6	Guide	x 14	3	2	4	1	0
25,001-50,000	6	6	d6	Sub-Warden	x 15	3	3	5	1	0
50,001-75,000	7	7	d4	Warden	x 16	4	3	5	2	0
75,001-100,000	8	8	d4	Trainer	x 17	4	4	6	2	0
100,001-125,000	9	9	d4	Director	x 18	5	4	6	3	0
125,001-150,000	10	10	d4	Sub-Master	x 19	5	5	7	3	0
150,001-300,000	11	11	d4	Master (name level)	x 20	5	5	7	4	0
300,001-450,000	12	11+1	--	Grand Master	x 21	5	5	7	4	1†
450,001-700,000	13	11+2	--	Grand Master (13th)	x 21	5	5	8	4	1
750,001-1,000,000	14	11+3	--	Grand Master (14th)	x 21	5	5	8	5	1
1,000,001-1,300,000	15	11+4	--	Grand Master (15th)	x 21	5	5	8	5	2
1,300,001-1,600,000	16	11+5	--	Grand Master (16th)	x 21	5	5	9	5	2
1,600,001-2,000,000	17	11+6	--	Grand Master (17th)	x 21	5	5	9	6	2
2,000,001-2,500,000	18	11+7	--	Grand Master (18th)	x 21	5	5	10	6	2
2,500,001-3,000,000	19	11+8	--	Grand Master (19th)	x 21	5	5	10	7	2
3,000,001+	20	11+9	--	Grand Master (20th)	x 21	5	5	10	7	3

† - IWC of 16 or higher needed to acquire any of the Grand Arts.

#### Notes to Table II

*Name level:* Upon reaching 11th level, the Psionicist attains the title of Master, and can found a school if he desires. He will have to outfit a lab and assemble a library. Costs for this are similar to those for outfitting a resident alchemist or sage. The school will attract 2-5 students (1st level Psionicists), who conform to the category of followers generally, and can advance in levels. They will not pay for their tuition, but the Master could always take students for pay, of course. However, having more than 5 students at one time (whether they are followers or customers)

will cut significantly into the Master's adventuring/research time.

The Master who assembles a lab and library gains the following benefits:

The ability to function as a sage in the specialty categories of Human (or Half-Elven) Psychology, Divination, Medicine, Metaphysics, and Planes;

The ability to concoct potions, without the aid of an alchemist, that affect psionic ability;

The ability to do research and fabricate various items, such as a *helm of telepathy*. For matters concerning research and item fabrication, see the description

of the *power transfer* discipline (below) and consult the DMG to adapt procedures not covered to fit the Psionicist.

*Ability factor:* When the IWC is determined for a Psionicist character, his acquisition of psionic strength points is also determined. A character with an IWC of 14 begins with 140 psionic ability points (70 psionic attack points and 70 psionic defense points):  $14 \times 10 = 140$ . At second level, he would have 154 points ( $14 \times 11$ ); at third level, 168 ( $14 \times 12$ ); and so on. For purposes of this calculation, round decimal fraction up; a Psionicist with an IWC of 15.7 begins at first level

with 157 psionic ability points (78% attack, 78½ defense); at second level he would have 173 points (15.7 × 11 = 172.7, rounded to 173). If his ability scores change for any reason, then so would his psionic ability. Thus, the lowest psionic ability any Psionicist could begin with would be 120 (minimum IWC of 12 × 10), and the most he could begin with would be 180: not a very imposing psionic endowment, but adequate. However, at 12th level (Grand Master), when his ability factor reaches its maximum (x21), the range of ability is from 152 (minimum IWC of 12 × 21) to 378, slightly higher than the upper limit of 344 for a Psionic character (as described in the Players Handbook).

*Acquisition of attack/defense modes and disciplines:* Consonant with the pursuits of a class devoted solely to psionics, the Psionicist can eventually acquire all the attack and defense modes of psionic combat, and up to 10 minor devotions, 7 major sciences, and 3 grand arts (described below in the section on "Expanded psionics"). This acquisition is gradual, level by level; the character always begins with the *mind blank* defense mode, as per the PH, then gains one attack mode or one defense mode, in alternating fashion, at every experience level after 1st until the maximums (5 of each) are reached. As the DM allows, these can be gained in a random order or by choice.

The same goes for acquisition of disciplines. Either a minor devotion, a major science, or one of the grand arts is acquired upon attainment of a new experience level. (But note that a minimum IWC of 16 is required to practice the grand arts.) Being a distinct class, the Psionicist ignores the exclusions of various disciplines to certain classes, and in cases where classes vary in their ability to use a particular discipline (e.g., *body weaponry*) always uses the most advantageous listing. Note, however, that the term "level of mastery" presents some problems. The general rule in the PH says, "The level of mastery of any discipline equals the level of experience of the character who possesses it unless otherwise specified." But that would mean that a person who acquired a new discipline at 5th level would automatically begin exercising it at the 5th level of mastery. It makes more sense to alter the general rule to say: *The level of mastery of any discipline equals the number of levels the character has possessed that discipline, unless otherwise specified.* Thus, a discipline acquired at 8th level is used at the 1st level of mastery until the character attains 9th level, whereupon that discipline is now used at the 2nd level of mastery.

In terms of level advancement and tutoring, requirements for the Psionicist should be adapted from the requirements for magic-users where practical.

## EXPANDED PSIONICS

The Psionicist could function well within the parameters of the psionic powers given in the AD&D rules. But much could yet be done to expand the psionics system, and more disciplines are needed to flesh out the Psionicist's abilities.

**Table III: Additional psionic disciplines**

Minor Devotions	Grand Arts
23. Lights	1. Amplification
24. Rapport	2. Endowment
	3. Power Transfer
Major Sciences	4. Preservation*
19. Wards*	5. Restoration
20. Mental Surgery	6. Severance*

(Additional minor and major disciplines are numbered in sequence with the table on p. 111 of the Players Handbook.)

### Minor Disciplines (Devotions)

23. *Lights*  
 Range: 3"  
 Strength Point Cost: 1/turn  
 Duration: Time of concentration or 2 turns/level of mastery  
 Saving Throw: None  
 Area of Effect: See below  
 Explanation/Description: The use of this discipline enables the user to duplicate the effects of the spells *faerie fire*, *dancing lights*, and *light* (as per the druid and magic-user spells). The *light* produced is shimmery and varies in color, with each individual possessor having his particular color; anyone may choose white light if the "individual color" is not desired. The variation known as *handfire*\* resembles a ball of the *dancing lights* kind of light, although once conjured, any Psionic character may move it or control it at a cost of 1 point/round. Extinguishing light from this discipline costs 5 points if the one doing the extinguishing is not the original conjurer, and control of the light in a competitive situation goes to the character who expends the most strength points to achieve control. Another function of this discipline is the ability to light candles (from 1-12, varying with each exercise of the discipline) at a cost of 1 point for each pair of candles, rounding up (so that it costs 2 points to light 3 candles). This use of the discipline resembles *molecular agitation*, in a way.

24. *Rapport*  
 Range: 3"  
 Strength point cost: 5/round (10/round if not touching)  
 Duration: Time of concentration  
 Saving throw: Neg.  
 Area of effect: 1 individual, or see below

Explanation/Description: The basic form of this discipline is a simple Psionic-to-Psionic telepathy that can be shared by up to 6 individuals. *Rapport* cannot be established with non-psionic

creatures, unless they are under the influence of a psionic-related spell or device (DM's judgment). Memories may also be shared with this discipline. When using this discipline for anything beyond the basic (1st level of mastery) form, only 1 individual may be scanned or probed at one time. The powers gained from this discipline are cumulative as additional levels of mastery are achieved.

First level of mastery: Basic *rapport* as described above.

Second: *Rapid sharing* (A more sophisticated *rapport* where the information shared is communicated in only one-fourth the time it would otherwise take, or is up to 4 times more complex.)

Third: *Detect lie* (1 individual, saving throw applies.)

Fourth: *Mind scan* (1 individual, saving throw applies; this usage supplies a rapid check on superficial motives, intentions, etc.)

Fifth: *Very rapid sharing* (As above for 2nd level of mastery, but extended to one-tenth the time or 10 times the complexity.)

Sixth: *Undetectable lie* (Check for each hearer at -2 on saving throw.)

Seventh: *Detect lie* (1-4 individuals, with saving throw at -3 for 1 individual, -2 for 2 individuals, -1 for 3 individuals, or as usual for 4 individuals.)

Eighth: *Mind probe* (An intensive probe of 1 individual's mind, willing or not; saving throw applies.)

### Major Disciplines (Sciences)

19. *Wards*\*  
 Range: 0  
 Strength point cost: 50 (plus special; see below)  
 Duration: Until dispelled  
 Saving throw: None  
 Area of effect: Up to 10' radius hemisphere from single user (up to 4 users may cooperate; see below)

Explanation/Description: Of the various kinds of psionic warding and shielding, this is the most powerful. It affects an area around the user or a room, and once invoked the user need no longer concentrate upon it. Normally, that area is defined by the Psionic's presence (a 20' diameter hemisphere centered on the user) or the shape of the room, but if the user is employing a *wards major matrix* (see the magic item section later in this article), the placement of those objects defines the extent of the *ward's* protection.

Up to 4 Psionic characters or creatures may participate in setting *wards*. They can all contribute to the 50 psionic strength points necessary to invoke one, in which case the *ward* extends for a 10' radius around the user contributing the most points. Or, if each user contributes a full 50 points and each is within 10' of at least one other user, they may overlap their *wards* and thus extend the area of protection to 2, 3, or 4 times the radius of

a single usage, centered on whichever user is desired.

Once the *ward* has been invoked, the area of protection thus formed may be opened only from the inside (costing 20 points to open, 20 points to close again) unless enough power is concentrated upon it (from outside or inside) to break it. The user(s) who put up the *ward* can cancel the effect whenever desired, at no point cost. A *ward* invoked without prior preparation can be broken by the application of three times the psionic strength points used to invoke it (150 points for a single-user *ward*, 300 points for one formed by two users who spent 50 points each, and so forth). If the area to be warded (such as a room) has been previously prepared by the user, then breaking it requires five times the strength points used to create it. Preparation of the area costs 20 strength points, which must be expended by each user, and this preparation lasts for 24 hours before it must be renewed. A *ward* formed with the aid of a *wards major matrix* cannot be broken by anything short of a *wish* spell.

The *wards* discipline is equivalent in effect to a *protection from evil* spell, a magic circle, or similar such things for keeping out undesirables. No living thing can pass the circle except at the desire of the invoker (and after he spends 20 strength points to open the circle). In addition, sound does not penetrate the

circle, nor can anyone eavesdrop on those within it, or spy on them with *clair-audience*, clairvoyance, the scrying of a *crystal ball*, or by other magical or psionic means. (Those inside can see out, but the converse is not true.) The outer surface of the *ward* hemisphere appears as a pale, shimmering light, rising to form a dome up to 10' high per each user setting the *wards*. The color of the light can be keyed to one of the invokers (see the *lights* discipline, above), or can be an almost-invisible white,

#### 20. Mental Surgery

Range: Touch  
Strength point cost: Special  
Duration: special  
Saving throw: Neg. (only necessary if used on another person)

Area of effect: 1 individual  
Explanation/Description: *Mental surgery* is the ability to reach into one's mind or the mind of another and alter it or cure it of an affliction. The functions are listed according to level of mastery.

First: *Dispel exhaustion* — As the 4th-level illusionist spell, except that the *haste* function does not apply. Cost 10 points per individual affected.

Second: *Inhibition* — Plants a behavior pattern in an individual which that individual must make a save against to overcome. Cost 20 points per week of effect.

Third: *Read memories* — Saving throw

applies. This is a much deeper kind of work than that mentioned under *rapport*, above. Any of the subject's general recollections are open to the reader, at a cost of 10 points per age of a particular recollection measured in months. (Scanning a memory from six months in the past would cost 60 points.) Major events from the distant past can be scanned, but only yield sketchy information, at a cost of 20 points per age of the memory measured in years. Detailed examination or reading of a hidden or shielded memory costs 50 points above and beyond the "scanning" cost, and can only be done once per day. *Reading memories* occurs almost instantaneously, and the subject of the *reading* is not aware of what is taking place.

Fourth: *Adjust memories* — Can cause subject to forget or remember some fact, or can construct a fake memory, at the same costs as for *reading memories*.

Fifth: *Feeblemind* — As the spell, permanent until removed. Cost 30 points.

Sixth: *Cure insanity or feeblemind* — Saving throw applies, otherwise permanent. Cost 40 points.

Seventh: *Cure psychic wound* — Effective against an injury of the variety caused by psionic combat. Cost 50 points.

Eighth: *Trigger* — Puts a "trigger" in the subject's mind, so that if it is tampered with in a certain way, *feeblemind* or death (as desired by the user of the discipline) will occur. Cost 70 points.

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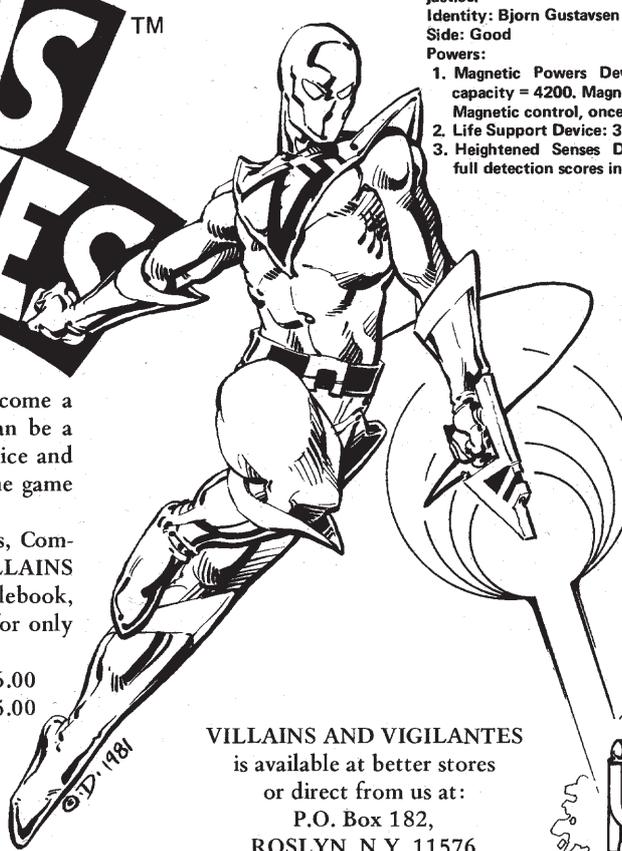
Identity: Bjorn Gustavsen	Age: 20
Side: Good	Level: 1

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- Magnetic Powers Device: 10 charges. Magnetic capacity = 4200. Magnetic blast range = 21"** Magnetic control, once achieved, lasts 12 turns.
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- Heightened Senses Device: Nightvision goggles, full detection scores in darkness.**

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End.: 13
Agil.: 12
Int.: 14
Char.: 11
Dam. Mod.: +1
Acc.: +1
Hit Pts.: 9
Heal: 1.2
Car. Cap.: 320
Basic HTH: 1d6
Power: 53
Movement: 39"
Det. Hidden: 10%
Det. Danger: 14%
Invent Pts.: 1.4
Inventing: 4.2%

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## Grand Disciplines (Arts)

### 1. Amplification

Range: 3"

Strength point cost: 10/person

Duration: Special

Saving throw: Neg. (applies only to unwilling subjects)

Area of effect: Up to six individuals

Explanation/Description: This is the ability to augment psionic ability by tapping the resources of non-psionic minds. The subject(s), willing or not, are placed in a deep, trance-like sleep which lasts for 4-9 (d6+3) hours. If awakened before that time, the subject(s) will be in a state of stupor, unable to function effectively.

While under the effects of the trance, the mental energies of the subject(s) are available to be employed by the user of the *amplification* art. Each point of intelligence, wisdom, and charisma the subject possesses equates to 2 points of psionic ability. The controller can use these psionic strength points in any fashion and at any rate he desires as long as he is within range of the subject(s).

The user of this discipline can choose the amount of a subject's psionic potential to "borrow," expressing this choice as a percentage of the subject's total potential (which may or may not be known by the user). However, only up to 50% of a subject's psionic energy potential can be siphoned off during a single application

of the discipline without danger to the subject. Using more than 50% of someone's psionic potential brings one of the following consequences down upon the subject (saving throw applies):

51-60% = temporary amnesia (2-12 wks.)

61-70% = permanent amnesia.

71-80% = subject feeble-minded,

81-90% = subject in coma for 1-12 days, must make a system shock roll every day or die.

91-100% = death unless save is made,

in which case subject's

intelligence, wisdom, and

charisma scores fall to 3.

### 2. Endowment

Range: 0

Strength Point Cost: 100

Duration: Permanent

Saving throw: Success (see below)

Area of effect: 1 individual

Explanation/Description: This art enables the user to endow eligible non-psionics with psionic power. An eligible non-psionic must meet two criteria: He must have at least two scores of 10 and one score of 16 in intelligence, wisdom, and charisma; and he must make a saving throw (which, like all saving throws involving psionics, includes the magical attack adjustment for wisdom). If he makes the saving throw, he becomes a Psionic (as per the Players Handbook). If he fails the save, this indicates that he does not possess usable Talent and cannot ever receive psionic powers.

Previous to the use of *endowment*, the Psionicist must *mind probe* the individual (*rapport*, 8th level of mastery function) to determine the proper "power ritual" for the individual. The power ritual will usually involve the acquisition of one or two hard-to-get items peculiar to the individual being endowed, and once all preparations are complete, the ritual itself will take 1 hour to perform. The newly endowed Psionic immediately reckons up his abilities and commences his career as a Psionic, as per the PH.

Note that it is possible, through employment of this art, for a character to obtain psionic ability after he has already advanced in experience levels, so that a 5th-level character (for instance) who was just *endowed* would only have a single minor discipline available, at the 1st level of mastery, as though the character was only 1st level in experience. Except for acquisition and mastery of disciplines, psionic ability gained in this way comes fully developed and ready to be used.

### 3. Power Transfer

Range: Touch

Strength point cost: Special

Duration: Permanent unless object is destroyed

Saving throw: Neg. (see below)

Area of effect: 1 object

Explanation/Description: This art is used in the making of *objects of power*.

In principle, this is similar to making magical items: the object to be empowered must be of the finest quality, etc. Once made, the object has qualities similar to those of an *unusual* sword: semi-sentient, with ego and intelligence.

Empowering an *object* costs 100 strength points for every minor devotion transferred to it; 200 strength points for every major science transferred to it; and 300 strength points for every grand art transferred to it. The physical *object* itself must be of special manufacture, and will cost 20,000-50,000 gp (at least) and take from 40-400 days for the Psionicist to complete. Beginning on the day after completion of the manufacture of the *object* and continuing day by day thereafter, the Psionicist attempts to "send" a particular discipline into it; the object is able to "receive" as long as it makes a saving throw equal to the Psionicist's own save vs. spells.

Prior to each daily *power transfer* attempt, the object must be prepared for the undertaking, at a cost of 50 psionic strength points. An attempt to transfer one power may be made each day following completion of the item. During this time, the Psionicist may do nothing else beyond eating and sleeping; the fabrication of the object consumes his whole working attention. If a day goes by in which no transfer attempt is made, or if the transfer work is interrupted (by the Psionicist, voluntarily, or by a failed saving throw), then the *object* is finished as it then is; no more powers may be transferred into it.

When all of its possible abilities are stored in an *object of power*, it may be "sealed" by an application of *permanency* (see the *preservation* art, below, under 5th level of mastery). If this is not done, either by the creator of the *object* or a different Psionicist, the item will lose 10% of its original psionic ability at the end of each full month of its existence until it becomes powerless after 10 months.

Upon completion, the *object* has a psionic ability equal to half of the maker's ability score, an intelligence score equal to its maker's, and an ego score of 1 pt. per minor devotion, 2 pts. per major science, and 3 pts. per grand art (cumulative) transferred into it. It might also have one (25% chance) or two (10%) attack modes; it will always have one defense mode (but not necessarily mode F). It will be very hard to destroy (-5 on all attacks made or actions taken against it, +5 on all its saving throws).

Should the maker desire it, he can render the *object* physically indestructible except through some cataclysmic force. This is done by channeling 400 psionic strength points into it on the day prior to the application of *permanency*.

The object will have the exact alignment its maker possesses at the time of completion. Further, the maker will be

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able to sense the presence of the *object* if it is within 12", and can command it within a 3" range, even if it is in another's possession. If the maker's will is resisted by the present possessor of the *object*, then the issue is resolved by a struggle for control between the *object* and its possessor. (For this purpose, the *ego* of the *object* is doubled when the item is within 3" of its maker.) The *object of power* will attempt to overcome its possessor and make him turn the *object* over to its maker.

If the *object of power* is destroyed, then its maker (if still living) suffers. The destruction of a normal *object of power* will cause its maker to immediately lose all of his psionic strength, stripping him of power until he builds it up again, and he must also make an immediate system shock roll. The destruction of a super-hardened *object of power* (one which was protected by the expense of 400 strength points, as above) will cause the permanent loss of all psionic ability for the maker, who will be killed and *feeble-minded* into the bargain.

An *object* that is engaged in psionic combat can be effectively destroyed if its strength is reduced to zero, but only if its powers have not been "fixed" by the application of *permanency*. In such a case, it will regain its power as a psionically endowed individual would. If *permanency* has not been placed upon it, and its psionic strength is reduced to zero, then the *object* is drained of power and no longer functions (like a magic item drained of charges).

The possessor of an *object of power*, if psionic himself, may add its strength points to his own for the purposes of stepping up his own power (as in multiple psionic operations); or he may employ the *object's* power without using his own supply. Reference should be made to the "Swords vs. Characters" section of the DMG in moderating the use of an *object of power*. If a non-Psionic is employing an *object of power*, his use of it largely depends on his ability to withstand its combined *ego* and intelligence.

#### 4. Preservation\*

Range: Touch

Strength point cost: 50

Duration: Permanent, except for 1st level of mastery

Saving throw: None

Area of effect: 1 individual or object

Explanation/Description: The grand art of *preservation* is primarily directed at forestalling decay or preventing demise. It may be placed on oneself or on another. Particular powers available to the user depend on the level of mastery.

First: *Preserve* a corpse or other dead thing from decay (duration 24 hours).

Second: *Trap soul* in irretrievably dead body.

Third: *Release soul* trapped in irretrievably dead body or other object.

Fourth: *Siphon memories* — Can only be done in the first 1-10 minutes after a subject dies, and only with 50% effectiveness at most. Also, for every minute that elapses after death before the *siphoning* begins, 5% less of the subject's memories can be siphoned, so that after 5 minutes, only 25% of all the subject's memories can be acquired in this way. Siphoned memories become part of the taker (he *becomes* that person, to a degree). Thereafter, for a time, he may outwardly present that person's personality and memories, alignment aura, etc., instead of his own aura. However, he must assimilate the siphoned memories within one week. For every 24 hours beyond this he delays, he must make a system shock survival roll, and he must make a saving throw vs. spells when he does attempt to assimilate the memories. Failing a system shock roll means he dies; failing the saving throw means he goes insane. Once the attempt is made successfully, it takes 10-40 turns to assimilate the siphoned memories, after which time the "alternate aura" can no longer be used.

Fifth: *Permanency* — As per the magic-user spell; see the text for *power transfer*, above, for an example of an application of this discipline that is unique to Psionicists.

Sixth: *Dispel permanency* — Neutralizes the effects of magical or psionic *permanency*.

Seventh: *Dying stasis* — Stops the process of dying; the soul/spirit is linked to the body (dead, but not irretrievably so) and cannot venture more than 3" from the corpse. This must be applied to the body within one round (1 minute) after death, or the soul will have vacated the body and not be retrievable by this means. A soul or spirit affected by *dying stasis* may not communicate with living beings, except through *speak with dead* or similar means. It is on the Prime Material Plane, and can see other souls, spirits, and necromantic phenomena on the same plane. It is invisible to, and unnoticeable by, living and corporeal creatures.

Eighth: *Remove stasis* — Cancels the *dying stasis* effect. The "dead" body must then be immediately healed/cured, or it will truly die.

#### 5. Restoration

Range: Touch

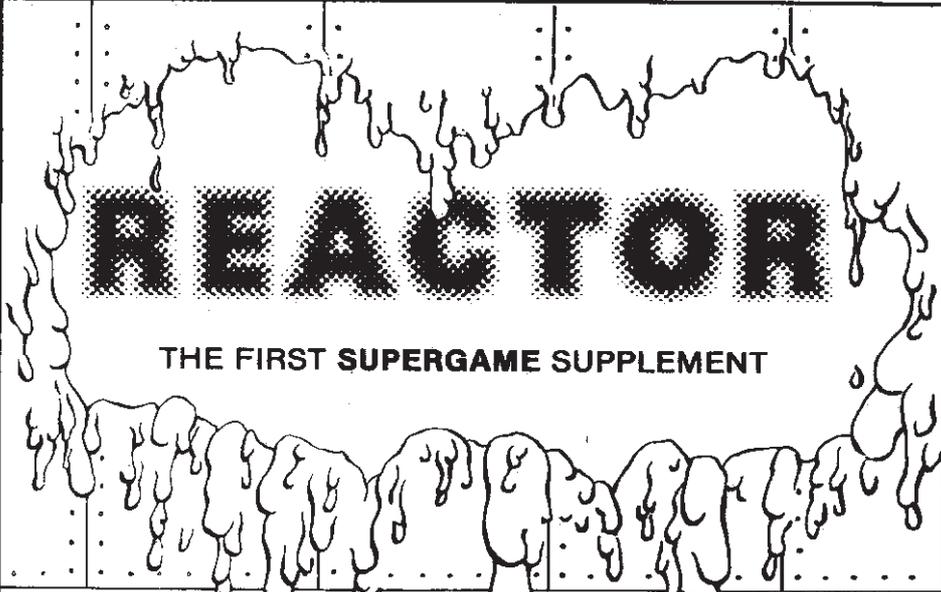
Strength point cost: 60

Duration: Permanent

Saving throw: Neg.

Area of effect: 1 person, creature, or object

Explanation/Description: *Restoration* can be used in three ways. The first way is as the spell of the same name, including the deadline for efficacy — 1 day/level of experience (mastery) of the Psionicist doing the *restoration*. However, the Psionicist may expend 20 points per day



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after the deadline to extend it further. In addition, objects that have been broken, defaced, drained of magic, or polluted may be restored (physical limitations: object may not be greater than man-sized and approximately 200 lbs. weight). The user of this discipline may force undead (ghosts, wraiths, etc.) wholly *into* or *out* of the Prime Material plane, with some interesting results: a ghost's AC is at stake, a wight's ability to drain levels, etc., since these are tied to their dual existence on other planes. The user himself may also freely enter their half-worlds and planes with no risk to himself directly from the environment of the plane. For instance, the Negative Material Plane would utterly drain the life energy of any Prime Material Plane native who went there — but not if the journey is by the use of this discipline: the Psionicist will be as much "at home" as the undead that reside there, and can meet them on common ground. This plane-shifting is *not* permanent, and will last 12 hours, if not cancelled sooner by shifting back (costing another 60 points). Thus, undead will revert to their normal dual-planar existence, and the Psionicist will be drawn back to where he came from after 12 hours.

The third function has to do with the home plane(s) of undead creatures. The user of this discipline may force undead (ghosts, wraiths, etc.) wholly *into* or *out* of the Prime Material plane, with some interesting results: a ghost's AC is at stake, a wight's ability to drain levels, etc., since these are tied to their dual existence on other planes. The user himself may also freely enter their half-worlds and planes with no risk to himself directly from the environment of the plane. For instance, the Negative Material Plane would utterly drain the life energy of any Prime Material Plane native who went there — but not if the journey is by the use of this discipline: the Psionicist will be as much "at home" as the undead that reside there, and can meet them on common ground. This plane-shifting is *not* permanent, and will last 12 hours, if not cancelled sooner by shifting back (costing another 60 points). Thus, undead will revert to their normal dual-planar existence, and the Psionicist will be drawn back to where he came from after 12 hours.

#### 6. *Severance*\*

Range: Touch

Strength point cost: Special

Duration: Permanent until removed

Saving throw: Neg.

Area of effect: 1 individual

Explanation/Description: This discipline is rather like a continuation of *mental surgery*. It is the ability to reach into another's mind and block the exercise of certain mental powers. Use of this discipline triggers a nexus in the mind of the victim or patient who fails his saving throw, rendering the subject unable to cast spells and/or use psionic powers. Innate abilities such as laying on of hands are also affected. A magic-user, cleric, paladin, Psionicist, or other such character who is/was capable of spell use or the exercise of some sort of magical or mental power may have his abilities *severed* to the extent that he becomes simply a "normal" person, retaining only any non-magical and non-mental skills related to class and level ("to hit" bonuses, weapon proficiencies, etc.). A character cannot advance in levels while affected by *severance*. Strength point costs for specific applications of the discipline are as follows.

Cleric/druid spell use: 30 points × the level of spell use severed (for example, the blocking of the ability to use 3rd-level spells would cost 3 × 20, or 60 points).

Magic-user/illusionist spell use: As above, but costing 20 points × the level of spell use blocked.

Innate magical and/or clerical abilities: 30 points per ability blocked.

Psionic ability: 80 points to block the use of any psionic strength points; also forces the subject to act as a "defenseless psionic" in any psionic combat situation.

#### Table IV: Representative magic items affecting psionics or used with psionics

1. *Ring of wishes or luck blade*
2. *Book of exalted deeds*
3. *Book of vile darkness*
4. *Deck of many things*
5. *Helm of telepathy*
6. *Ioun stones*
7. *Pearl of wisdom*
8. *Sphere of annihilation*
9. *Talisman of Zagy*
10. *Tome of clear thought*
11. *Tome of leadership & influence*
12. *Tome of understanding*
13. *Vacuous grimoire*
14. *Various artifacts & relics*
15. *Shiral crystal*\*
16. *Jerraman crystal*\*
17. *Merasha*\* (potion)
18. *Transfer portal*\*
19. *Mind link medallion*\*
20. *Wards major matrix*\*

The above items either affect psionic power or levels of experience or the ability scores of characters. Also included are new items, marked with asterisks, particulars for which are given below.

*Shiral crystal*: These beautiful amber-colored crystals have no innate magical powers, but due to their crystalline structure act as focussing agents for mental energies concentrated upon them. Deep meditation with a *shiral crystal* doubles the rate of recovery of psionic strength points and halves the meditation time for recovery of magic-user or cleric spells. Crystal balls made of *shiral* operate at +25% efficiency.

*Jerraman crystal*: These brightly colored stones have the ability to absorb psionic or spell potential and then deliver it back upon anyone triggering them. They may also be timed to deliver their psionic or spell power within 48 hours. The user first infuses the crystal with the desired spell or psionic power. Then he either times it or sets a trigger (such as going off when the first person enters the room), and leaves it. The *jerraman crystal* does the rest. However, the *jerraman* cannot discriminate between events or sense someone's or something's identity (it's only a rock, at that), so there is the possibility that a trap set for a thief might be triggered by a bunch of giant rats. The DM is the final judge of what is reasonable in terms of triggering events set by the user of the *jerraman crystal*.

*Merasha*: A potion much dreaded by all who use psionic powers, *merasha* has the effect of deadening mental abilities. It

comes in two forms. A lesser preparation mixed with a drink of wine or some alcoholic beverage leaves a psionically endowed person psionically defenseless for 2-12 hours (though he will not know it unless he attempts to use his powers and finds they're gone). The full-strength *merasha*, whether ingested or injected (in any measurable quantity of one-quarter ounce or more) has the effect of rendering a psionically endowed person helpless: his mind is *confused* (as per the *confusion* spell), his psionic powers are blocked, his strength and dexterity reduced to 3, along with a generally stupefied state of mind. This lasts for 4-16 hours. Saving throws apply in both cases, success indicating either no effect (lesser potion) or half effect (greater potion). The effect of either variety has a duration of 2-8 hours per application. *Merasha* is used in healing as a major means of treating psionic persons whose minds must be sedated, but it is also a potent narcotic capable of being used for mischievous purposes. It has no effect on non-psionic persons/creatures, unless they are of the type that can use psionically related spells or devices, in which case the effects of the potion will come into play if they use those spell powers or devices any time after the application of *merasha*, during its period of potency (2-12 or 4-16 hours, depending on strength, saving throw applies). *Merasha* is treated as a poison instead of a magic potion when a distinction needs to be made.

*Transfer portal*: This is a common means of getting places for psionically endowed individuals. A *transfer portal* is constructed by means of the *power transfer* and *teleportation* disciplines, the power being placed on an ordinary paving stone or even a patch of ground. Such a portal is invisible and can be covered by a thin layer of wood or fabric (but not metal) and still function. It will teleport (without error) up to 3 individuals from this one to another *portal*. The individual using the *portal* need only stand over the prescribed spot and expend 10 psionic strength points, and he and everything he is carrying will be whisked instantaneously to another *portal*. However, he must have seen at least a mental image of the destination *portal* in order to go there. Placing a *ward* over a *portal* effectively negates that *portal*; an individual cannot teleport to that *portal*, and cannot teleport away from it until and unless the *ward* is broken. *Transfer portals* rank as standard psionic items, and their destruction will entail no ill effects for their original maker, unless some unusual feature has been built into them. They do not require *permanency* to be placed upon them, and they will last until psionically or magically destroyed, since they do not have any psionic strength of their own: they are merely focal points for psionic energy. It costs 250 strength points to destroy a *portal*.

**Mind link medallion:** A simple device created by a psionically endowed person, a *mind link medallion* can be any hard metal object. The maker attunes the *medallion* to himself by use of the *rapport* discipline (10 points cost) and at the same time attunes it to another person. Thereafter, either may contact and mind-converse with the other while meditating. The call of the device is weak, however, unless another Psionic or Psionist is channeling energy through the device to notify the other person of the need to converse. A non-psionic using the device cannot make it "call" to another person. Therefore, it is wise for the users to have pre-arranged times for contact. A third party who comes into contact with the device can use it to locate and identify the maker if he or she is probing it psionically while the maker is receptive to its call. The maker can disempower the device (for 5 strength points) any time it is in his possession. It will last for 8-32 days otherwise.

**Wards major matrix:** These are a collection of small cubes like dice without spots, 4 white and 4 black. When arranged in the proper pattern and used with the discipline of *wards*, they form an unbreakable *ward*, a shimmering dome of protection. The white and black cubes are merged to form 4 grey oblong blocks which are placed around the area to be protected before the *ward* is finished.

Thereafter, they define the circumference of the protected area, which can be a circle with a radius of up to 10'. As mentioned under the description of the *wards* discipline above, this area can be extended with the help of other psionics-users. The *wards major matrix* can be used up to 10 times a month?

*Value of new psionic items*

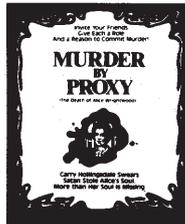
Item	GP (sale)	Ex. pts.
Shiral crystal, small	500 gp	1,000 xp
Shiral crystal, large	2,000 gp	8,000 xp
Jerraman crystal	100 gp	500 xp
Merasha (lesser)	1,000 gp	500 xp
Merasha (greater)	5,000 gp	800 xp
Transfer portal	---	---
Mind link medallion	---	---
Wards major matrix	10,000 gp	2,500 xp

**... And the Deryni makes three**

Mention has been made above to having the two types of psionic-using characters in play in the same campaign. The Talent develops differently in different people. For some (the Psionicists), it comes slowly to flower, with much training needed to realize its full potential. For others (the Psionics), it blossoms all at once. And there is yet a third type of psionically endowed individual: the Deryni. This race and some major personages within it, taken from the books of Katherine Kurtz, are detailed in a pair of articles accompanying this one.

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