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rules for  
Mastercraft



PSIONICS

PSIONICS

## AN OPTIONAL RULE FOR MASTERCRAFT BY AEGIS

With special thanks to Gorulf for his precious help.

To use this document, you will need the *Fantasy Craft Core Rulebook*. Unless mentioned otherwise, all pictures in this document are *Wizards of the Coast's* property.

# INTRODUCTION

This document introduces psionics, exciting psychic abilities for *Fantasy Craft* characters! With new options to choose among three base classes, nine skills, and a host of new feats, your PCs may now fully embrace their psychic potential.

*Fantasy Craft* is a roleplaying game created by Alex Flagg, Scott Gearin, and Patrick Kapera and edited by *Crafty Games*. These psionics rules are adapted from the *ShadowForce Archer* campaign guide. To learn more about *Fantasy Craft* and *Spycraft*, check out [Crafty Games' website](#).

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## Psionics in your campaign

Psychic powers do not appear in all campaign settings. A few of them, including *Dark Sun* and *Eberron*, fully integrates them to the setting's history. Others, like *the Forgotten Realms* or *Spelljammer*, are quite suited for exotic powers like psionics to appear. But for some, including many sword & sorcery classics and dark fantasy settings, like *Conan*, *the Lord of the Rings*, or *Midnight*, psionics are

definitely not a viable option at the table.

Hopefully, *Fantasy Craft* is a very versatile game. You may choose to introduce psionics in your campaign as written, or with a slight variant, by simply using one of the campaign qualities presented at the end of this document (*see page XX*). The GM has the final call on whether or not he wishes psionics in his campaign.

## Playing a psion

To play a character with psychic abilities is to open new doors, travel new roads, and explore new paths. Exploring one's psychic powers takes time and dedication, and it generally means the psionic character will have less time to focus on his more mundane skills. But one does not become a psionic by work, or at least not only. One is born with a feat in sleeping. Psychic powers usually manifest in a most dramatic manner during teenage. But many cases exist where the psion was revealed as a very young child or a full grown adult. Whenever they first appear, psionics are a rare and precious gift, envied by many, and feared by even more.

A character without psionic abilities has a Psion Level of 0 and cannot access psionic skills. By advancing in any psionic class presented further, this level, which symbolizes the character's psychic might, will rise. Each psionic class will also give him the opportunity to purchase ranks in one or several psionic skills, the source of his powers.

### MAGIC & PSIONICS

Psionics and magic are normally two distinct sources of power that coexist in the same setting. One character can benefit from both Psion Levels and Caster Levels. Spell Defense does not work against psionic powers and, normally, magic and psionics cannot affect each other. You may change any of these facts by using one or several campaign qualities (*see page XX*).

Besides classes and skills, many Origins, feats, items, and spells with a direct link to psionics are presented in this document.

## ORIGINS

A few characters start their adventuring journey with a certain knowledge of their psychic ability.

### PSYCHIC ERUDITE

Le personnage a dévoué tout son temps à l'étude de ses pouvoirs psychiques

**Condition:** *Psionics* campaign quality

- **Bonus Feat:** Psionics Basics
- **Paired Skills:** Choose 1 psionic skill. Each time you gain ranks in this skill, you gain equal ranks in the Resolve skill. This may not increase your Resolve skill beyond its maximum rank.
- **Power of the Mind:** Whenever you use a psychic power, your Psion bonus increases by 1.
- **Tenacious Spirit:** You gain 1 additional vitality per level.

### PSYCHIC WARRIOR

Your innate psychic abilities complete efficiently your deadly martial skills

**Condition:** *Psionics* campaign quality

- **Bonus Feat:** Combat Focus
- **Attribute Training:** The lower of your Strength or Wisdom scores increases by 1 (your choice if a tie). Apply this bonus after any modifiers from your Species or Talent.
- **Contagion Sense:** You may roll twice when making Fortitude saves prompted by disease and poison, keeping the result you prefer.
- **Crunch!:** Your Strength-based damage rolls inflict 1 additional damage.
- **Indomitable Will:** Whenever you make a save against a psychic power, you roll twice and keep the result you prefer.

### SOULBLADE

Your psychic powers manifest as a psychic force blade which you still do not fully understand.

**Condition:** *Psionics* campaign quality

- **Bonus Feat:** Psi Blade Basics
- **Fast:** Your Ground Speed increases by 10 ft.
- **Soul's Edge:** You inflict 2 additional stress damage with your psi blade.
- **Terrifying Look:** The Will save DCs of stress damage you inflict increase by 4.

### WILDER

You are the host of powerful psychic energies who wish to surge, but the risk is equally great.

**Condition:** *Psionics* campaign quality

- **Bonus Feat:** Eruption Basics
- **Agile Defense:** Your base Defense increases by 1.
- **Heroism:** You gain a +1 bonus with all attack and skill checks you make during Dramatic scenes.
- **More than Luck:** You gain 1 additional starting action die.

## CLASSES

Below are presented new psionic base, expert, and master classes.

### Psion

The psion embodies all that a psychic character is about. He has access to a variety of psionic skills and can learn to master any – if not all – of them. He also gains the ability to use psionics without straining his body. At the pinnacle of his carrier, a Psion uses his psychic powers more reflexively than consciously.

**Party Role:** Wildcard. Extremely free in the choice of his powers, the psion can fill any possible role in a group. But he is better in positions where his versatility can be put into good use.

### CLASS FEATURES

**Requirements:** *Psionics* campaign quality

**Favored Attributes:** Varies

**Psion:** Each level in this class increases your Psion Level by 1.

**Class Skills:** Blend, Crafting, Disguise, Notice, Prestidigitation, Resolve, Tactics

**Skill Points:** 6 + Int modifier per level

**Vitality:** 9 + Con modifier per level

**Starting Proficiencies:** 2

### CORE ABILITY

**Awakened:** Each time you spend 1 action die to boost a psionic skill check, you roll and add the results of two dice.



## CLASS ABILITIES

**Psion Powers:** At Level 1, you may purchase ranks in any three psionic skills. You may also learn three powers from either of these skills.

At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you may either gain a +1 bonus to all your checks of one of these skills, or learn a new power.

**Power Specialist:** There are certain powers that are literally a part of yourself. At Levels 2, 11, and 19, choose one psychic power you know. Your Psion Level and psion bonus increase by 2 when using this power, and you may never suffer an error.

**Open Chakras:** At Levels 4, 8, 12, 16, and 20, you gain an additional Psionic feat or may purchase ranks in another psionic skill.

**Dedicated Mind:** You train in all the aspects of the psionic arts. At Levels 6, 12, and 18, choose two trained psionic skill. You may spend 1 skill point to purchase 1 rank in both skills at the same time (not to exceed your maximum skill rank for either skill).

**Poise:** Being a psychic master is to make up for any flaws that could hinder your focus. At Level 9 and 15, your lowest attribute increases by 2.

**Complete Focus:** Greatness cannot be achieved without saving up a little energy. At Level 10, once per scene, you may decrease the psion cost of one of your power checks to 0.

At Level 20, you may use this ability up to twice per scene.

**Psychic Might:** Your most basic psychic abilities do not ask you much effort anymore. At Level 14, the psion cost of each of your power checks decreases by 2 (minimum 1).

## Mentalist

While the physical adepts uses his powers to enhance his body, the mentalist is a master at boosting his own mind. His psi-drugged brain is far superior as that of mortal men. Extremely smart and canny, he can even exert control over his close environment and manifest his will as a tangible force.

**Party Role:** Specialist/Combatant. The mentalist is a pure genius, extremely gifted in whatever he does. But his ability to manipulate matter makes him a dread opponent as well.

## CLASS FEATURES

**Requirements:** *Psionics* campaign quality

**Favored Attributes:** Wisdom, Intelligence, Dexterity

**Psion:** Each level in this class increases your Psion Level by 1.

TABLE XX: PSION

Level	BAB	Fort	Ref	Will	Def	Init	LS	Leg	Abilities
1	+0	+2	+1	+0	+1	+1	+1	+1	Awakened, psion powers
2	+1	+3	+2	+0	+1	+1	+2	+2	Power specialist
3	+1	+3	+2	+1	+2	+2	+2	+3	Psion powers
4	+2	+4	+2	+1	+2	+2	+2	+3	Open chakras
5	+2	+4	+3	+1	+3	+3	+3	+4	Psion powers
6	+3	+5	+3	+2	+4	+4	+3	+5	Dedicated mind
7	+3	+5	+4	+2	+4	+4	+4	+6	Psion powers
8	+4	+6	+4	+2	+5	+5	+4	+6	Open chakras
9	+4	+6	+4	+3	+5	+5	+4	+7	Poise, psion powers
10	+5	+7	+5	+3	+6	+6	+5	+8	Complete focus 1/scene
11	+5	+7	+5	+3	+7	+7	+5	+9	Power specialist, psion powers
12	+6	+8	+6	+4	+7	+7	+6	+9	Dedicated mind, open chakras
13	+6	+8	+6	+4	+8	+8	+6	+10	Psion powers
14	+7	+9	+6	+4	+8	+8	+6	+11	Psychic might
15	+7	+9	+7	+5	+9	+9	+7	+12	Poise, psion powers
16	+8	+10	+7	+5	+10	+10	+7	+12	Open chakras
17	+8	+10	+8	+5	+10	+10	+8	+13	Psion powers
18	+9	+11	+8	+6	+11	+11	+8	+14	Dedicated mind
19	+9	+11	+8	+6	+11	+11	+8	+15	Power specialist, psion powers
20	+10	+12	+9	+6	+12	+12	+9	+15	Complete focus 2/scene, open chakras

**Class Skills:** Crafting, Haggle, Investigate, Medicine, Notice, Resolve, Search, Sense Motive, Tactics

**Skill Points:** 8 + Int modifier per level

**Vitality:** 6 + Con modifier per level

**Starting Proficiencies:** 3

## CORE ABILITY

**Insightful:** Each time you spend 1 action die to boost a Psychoinventive, Psychokinetic, or Telekinetic skill check, you also subtract the result from the psion cost of the power (minimum 1).

## CLASS ABILITIES

**Mentalist Powers:** At Level 1, you may purchase ranks in the Psychoinventive, Psychokinetic, and Telekinetic skills. You may also learn three powers from either of these skills.

At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you may either gain a +1 bonus to all your checks of one of these skills, or learn a new power.

**Mental Leap I:** At Level 2, once per session with a free action, you may add a bonus to your Dexterity or Intelligence score equal to your starting action dice. This effect lasts 10 rounds, though you may voluntarily end it as a free action during your Initiative Count. When this effect ends, you become

*fatigued I.*

**Mental Leap II:** At Level 11, when facing a puzzle or trap, you may opt to substitute your Psychoinventive skill for any required skill. Also, the number of challenges decreases by 2 (minimum 1).

**Mental Leap III:** At Level 19, once per session you may choose to become *incorporeal* for a number of rounds equal to your Psychokinetic rank.

**Bonus Feat:** At Levels 4, 8, 12, 16, and 20, you gain an additional Psionic or Skill feat.

**Evolved Mind:** You have a plan for every possible situations. At Levels 6, 9, 12, 15, and 18, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- **Brilliant:** Your Intelligence score rises by 1.
- **Dabbler:** Choose up to 10 different skills in which you possess less than 5 ranks. You gain 1 rank in each of these skills.
- **Elbow Grease:** You gain a +4 gear bonus with Repair checks.
- **Expertise:** Crafting, Haggle, Investigate, Medicine, Notice, Resolve, Search, Sense Motive, or Tactics. Taking 10 with this skill doesn't take twice as long and taking 20 takes only 10 times as long.
- **Improvised Toolbox:** Choose 1 kit (*see Fantasy Craft, page 160*). You're always considered to

**TABLE XX: MENTALIST**

Level	BAB	Fort	Ref	Will	Def	Init	LS	Leg	Abilities
1	+0	+1	+1	+0	+1	+1	+1	+1	Insightful, mentalist powers
2	+1	+2	+2	+0	+1	+1	+2	+2	Mental leap I
3	+2	+2	+2	+1	+2	+2	+2	+3	Mentalist powers
4	+3	+2	+2	+1	+2	+2	+2	+3	Bonus feat
5	+3	+3	+3	+1	+3	+3	+3	+4	Mentalist powers
6	+4	+3	+3	+2	+4	+4	+3	+5	Evolved mind
7	+5	+4	+4	+2	+4	+4	+4	+6	Mentalist powers
8	+6	+4	+4	+2	+5	+5	+4	+6	Bonus feat
9	+6	+4	+4	+3	+5	+5	+4	+7	Evolved mind, mentalist powers
10	+7	+5	+5	+3	+6	+6	+5	+8	All according to plan (skill)
11	+8	+5	+5	+3	+7	+7	+5	+9	Mental leap II, mentalist powers
12	+9	+6	+6	+4	+7	+7	+6	+9	Bonus feat, evolved mind
13	+9	+6	+6	+4	+8	+8	+6	+10	Mentalist powers
14	+10	+6	+6	+4	+8	+8	+6	+11	Hyperconscious
15	+11	+7	+7	+5	+9	+9	+7	+12	Evolved mind, mentalist powers
16	+12	+7	+7	+5	+10	+10	+7	+12	Bonus feat
17	+12	+8	+8	+5	+10	+10	+8	+13	Mentalist powers
18	+13	+8	+8	+6	+11	+11	+8	+14	Evolved mind
19	+14	+8	+8	+6	+11	+11	+8	+15	Mental leap III, mentalist powers
20	+15	+9	+9	+6	+12	+12	+9	+15	All according to plan (attack, save), bonus feat





have this kit when making an associated skill check.

- *Keen Senses*: Your visual, hearing, and scent range increments increase by 20 ft.
- *One Step Ahead*: You gain a +1 dodge bonus to Defense and DR 1 against attacks with weapons in which you're proficient.
- *Mastery*: Your error range with trained skill checks decreases by 1 (minimum 0).

**All According to Plan**: At Level 10, when making any 1 skill check, you may substitute your Intelligence for the check's key attribute. You may use this ability a number of times per session equal to your starting action dice.

At Level 20, you may use this ability with any 1 attack, skill, or save check.

**Hyperconscious**: At Level 14, you gain 24 additional skill points. Further, all skills are now mentalist class skills for you.

## Physical Adept

The physical adept learns how to best use his psychic potential to boost his body beyond his usual limits. He slowly transforms into a superhuman, living incarnation of what psionics have to offer in their most tangible aspect.

**Party Role**: Combatant. The physical adept is an adept of body perfection, a talent he first applies to his martial skills, which can rival those of any proper warrior.

### CLASS FEATURES

**Requirements**: *Psionics* campaign quality

**Favored Attributes**: Strength, Constitution, Dexterity

**Psion**: Each level in this class increases your Psion Level by 1.

**Class Skills**: Acrobatics, Athletics, Notice, Resolve, Sneak, Survival, Tactics

**Skill Points**: 6 + Int modifier per level

**Vitality**: 9 + Con modifier per level

**Starting Proficiencies**: 4

### CORE ABILITY

**Zen**: Each time you spend 1 action die to boost an Adrenal, Evolution, or Sensory skill check, you also subtract the result from the psion cost of the power (minimum 1).

**TABLE XX: PHYSICAL ADEPT**

Level	BAB	Fort	Ref	Will	Def	Init	LS	Leg	Abilities
1	+0	+2	+2	+0	+1	+0	+1	+1	Physical adept powers, zen
2	+1	+3	+3	+0	+1	+0	+2	+1	Superhuman I
3	+2	+3	+3	+1	+2	+1	+2	+2	Physical adept powers
4	+3	+4	+4	+1	+2	+1	+2	+2	Bonus feat
5	+3	+4	+4	+1	+3	+1	+3	+3	Physical adept powers
6	+4	+5	+5	+2	+4	+2	+3	+3	Attribute bonus
7	+5	+5	+5	+2	+4	+2	+4	+4	Physical adept powers
8	+6	+6	+6	+2	+5	+2	+4	+4	Bonus feat
9	+6	+6	+6	+3	+5	+3	+4	+5	Attribute bonus, physical adept powers
10	+7	+7	+7	+3	+6	+3	+5	+5	Complete focus (1/scene)
11	+8	+7	+7	+3	+7	+3	+5	+6	Physical adept powers, superhuman II
12	+9	+8	+8	+4	+7	+4	+6	+6	Attribute bonus, bonus feat
13	+9	+8	+8	+4	+8	+4	+6	+7	Physical adept powers
14	+10	+9	+9	+4	+8	+4	+6	+7	Ascendant transformation
15	+11	+9	+9	+5	+9	+5	+7	+8	Attribute bonus, physical adept powers
16	+12	+10	+10	+5	+10	+5	+7	+8	Bonus feat
17	+12	+10	+10	+5	+10	+5	+8	+9	Physical adept powers
18	+13	+11	+11	+6	+11	+6	+8	+9	Attribute bonus
19	+14	+11	+11	+6	+11	+6	+8	+10	Physical adept powers, superhuman III
20	+15	+12	+12	+6	+12	+6	+9	+10	Bonus feat, complete focus (2/scene)

## CLASS ABILITIES

**Physical Adept Powers:** At Level 1, you may purchase ranks in the Adrenal, Evolution, and Sensory skills. You may also learn three powers from either of these skills.

At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you may either gain a +1 bonus to all your checks of one of these skills, or learn a new power.

**Superhuman I:** At Level 2, once per session with a free action, you may add a bonus to your Strength or Constitution score equal to your starting action dice. This effect lasts 10 rounds, though you may voluntarily end it as a free action during your Initiative Count. When this effect ends, you become *fatigued I*.

**Superhuman II:** At Level 11, once per scene as a free action, you may gain the *knockback* NPC quality (see *Fantasy Craft*, page 234) for the remainder of the combat.

**Superhuman III:** At Level 19, once per session after being successfully attacked but before damage is rolled, you may immediately use one psionic power you know with a total cost less than the attack's damage at no cost.

**Bonus Feat:** At Levels 4, 8, 12, 16, and 20, you gain an additional Basic Combat or Psionic feat.

**Powerhouse:** You cannot be stopped by mor-

tal means. At Levels 6, 9, 12, 15, and 18, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- *Always Ready:* You may always act during surprise rounds.
- *Improved Stability:* You're considered 1 Size category larger for carrying capacity, Trample attacks, and resisting Bull Rush and Trip attempts so long as you are standing firmly on the ground and not climbing, flying, or riding.
- *Killer Instinct:* You inflict 2 additional damage with proficient attacks.
- *No Pain:* You ignore the first *fatigued* or *shaken* condition you gain in each scene.
- *Rugged:* Your Constitution score rises by 1.
- *Sprint:* In combat, your Speed increases by 10 ft.
- *Take It:* You gain Subdual Resistance 4.
- *Unemotional:* You gain Stress Resistance 4.

**Titanic Growth:** At Level 10, you gain a stance.

**Titanic Growth (Psionic Stance):** Psion cost 2. Your Size increases by 1 category and your Reach increases by 1.

At Level 20, this stance does not count toward the maximum of stances you may assume.

**Ascendant Transformation:** At Level 14, the

**TABLE XX: TELEPATH**

Level	BAB	Fort	Ref	Will	Def	Init	LS	Leg	Abilities
1	+0	+0	+2	+1	+0	+2	+2	+1	Sensitive, telepath powers
2	+1	+0	+3	+2	+1	+3	+3	+1	Force of will I
3	+1	+1	+3	+2	+1	+4	+4	+2	Telepath powers
4	+2	+1	+4	+2	+2	+5	+5	+2	Bonus feat
5	+2	+1	+4	+3	+2	+5	+5	+3	Telepath powers
6	+3	+2	+5	+3	+2	+6	+6	+3	Save bonus
7	+3	+2	+5	+4	+3	+7	+7	+4	Telepath powers
8	+4	+2	+6	+4	+3	+8	+8	+4	Bonus feat
9	+4	+3	+6	+4	+4	+9	+9	+5	Save bonus, telepath powers
10	+5	+3	+7	+5	+4	+10	+10	+5	Blind spot (1/scene)
11	+5	+3	+7	+5	+4	+10	+10	+6	Force of will II, telepath powers
12	+6	+4	+8	+6	+5	+11	+11	+6	Bonus feat, save bonus
13	+6	+4	+8	+6	+5	+12	+12	+7	Telepath powers
14	+7	+4	+9	+6	+6	+13	+13	+7	Mind wipe
15	+7	+5	+9	+7	+6	+14	+14	+8	Save bonus, telepath powers
16	+8	+5	+10	+7	+6	+15	+15	+8	Bonus feat
17	+8	+5	+10	+8	+7	+15	+15	+9	Telepath powers
18	+9	+6	+11	+8	+7	+16	+16	+9	Save bonus
19	+9	+6	+11	+8	+8	+17	+17	+10	Force of will III, telepath powers
20	+10	+6	+12	+9	+8	+18	+18	+10	Bonus feat, blind spot (2/scene)

higher of your Strength and Constitution rises by 2 and the lower of them rises by 3. Further, you gain a trick.

**Focused Strike (Attack Trick):** You may pay a psion cost up to your Psion Level to give your next attack a damage bonus of half this cost (rounded down).

## Telepath

A telepath is a master of the mind, a psion who can channel his psychic power to read, transform, and control other people's minds. His ability to understand and dominate the spirit of the weak makes him a dangerous schemer.

**Party Role:** Talker/Solver. The telepath can easily get the upper hand in social situations thanks to his powers. But this also allows him to solve intricate problems and mysteries of persons.

### CLASS FEATURES

**Requirements:** *Psionics* campaign quality

**Favored Attributes:** Charisma, Wisdom, Constitution

**Psion:** Each level in this class increases your Psion Level by 1.

**Class Skills:** Blend, Bluff, Disguise, Haggle, Impress, Intimidate, Investigate, Notice, Sense Motive

**Skill Points:** 8 + Int modifier per level

**Vitality:** 6 + Con modifier per level

**Starting Proficiencies:** 2

### CORE ABILITY

**Sensitive:** Each time you spend 1 action die to boost an ESP, Imprint, or Intuitive skill check, you also subtract the result from the psion cost of the power (minimum 1).

### CLASS ABILITIES

**Telepath Powers:** At Level 1, you may purchase ranks in the ESP, Imprint, and Intuitive skills. You may also learn three powers from either of these skills.

At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you may either gain a +1 bonus to all your checks of one of these skills, or learn a new power.

**Force of Will I:** At Level 2, once per session with a free action, you may add a bonus to your Wisdom or Charisma score equal to your starting action

dice. This effect lasts 10 rounds, though you may voluntarily end it as a free action during your Initiative Count. When this effect ends, you become *fatigued I*.

**Force of Will II:** At Level 11, you may increase your Contacts' Trust for 15 Reputation per level of Trust.

**Force of Will III:** At Level 19, once per session you may declare a standard character to be a Sympathetic Adversary without spending the required action dice.

**Bonus Feat:** At Levels 4, 8, 12, 16, and 20, you gain an additional Psionic or Style feat.

**Magnetism:** Your presence grants you a natural control over others. At Levels 6, 9, 12, 15, and 18, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- **Beguiling:** When you successfully Taunt a character, you may decline the standard result to have your target become fixated on you for 1d6 rounds. Special characters and villains may spend 1 action die to cancel this effect and become immune to this ability for the rest of the scene. If you gain this benefit from multiple sources, you may also damage the target once without interrupting his fixation (you may do this only once, no matter how many times you gain the benefit).
- **Convincing:** Once per session, you may force an opponent to re-roll a successful skill check that would penetrate your disguise. You may not force an opponent to re-roll a critical success.
- **Fake It:** You may credibly pretend to possess a skill you don't actually have, gaining a +20 bonus with Bluff checks made to feign its use until the end of the scene. This does not actually allow you to use the skill — it merely allows you to act like you can. Thus, you could stand next to a physician working on the injured and pretend to know what's going on but you couldn't perform a surgery yourself. You may use this ability a number of times per session equal to your starting action dice.
- **Follow My Lead:** Through a mixture of fast-talk and convincing performance you can shield others from scrutiny. Whenever you're present with a hero who's in disguise, they gain a Disguise check bonus equal to your Charisma modifier (minimum +1).
- **He Did It!:** When you successfully Taunt an



opponent you may force him to attack any character adjacent to you (other than himself). You may use this ability a number of times per scene equal to your starting action dice.

- **Inquisitive:** You gain a +4 bonus with Detect Lie checks and Perception checks to see through a disguise.
- **Offer They Can't Refuse:** When Coercing, your incentive modifiers are always at least extreme (see *Fantasy Craft*, page 75).
- **Perceptive:** Your Wisdom score rises by 1.

**Blind Spot:** At Level 10, once per scene, you may create a psychic 'blind spot' in the mind of one or several living targets. Any number of objects or creatures you define become completely *invisible* to the target while you maintain the blind spot. Even allies pointing the blind spot cannot help the target see through it. However, any interaction causes the blind spot to end. You may maintain a blind spot during 1 hour, at a psion cost of 1 per minute per affected target (see page XX).

At Level 20, you may use this ability an additional time per scene.

**Mind Wipe:** At Level 14, once per session with a free action, you may wipe the mind of one special character or one mob of standard characters, and one more per action die you wish to spend. Each target must succeed with a Will save (DC 10 + your Psion Level). With success, the target suffers no effect and cannot be targeted with this effect until the adventure's end. With failure, you may selectively erase any memories the target has gained in the last hour. This does *not* allow you to implant new memories, however, so it's possible the target may notice holes in his recall.

## CROSS-CLASS ABILITIES

If psionics are used in your campaign, the Sage has access to the following abilities as cross-class abilities:

- **Psion:** *psion powers* ×2; *power specialist*; *open chakras*
- **Mentalist:** *mentalist powers* ×2; *mind leap I*; *bonus feat*
- **Physical Adept:** *physical adept powers* ×2; *superhuman I*; *bonus feat*
- **Telepath:** *telepath powers* ×2; *force of will I*; *bonus feat*

## Psychokineticist

Many who awaken to the enhanced mental abilities of the mentalist become detail oriented perfectionists, constantly striving to improve their level of control over their minds. Others find the ability to manipulate matter and decide they just want to kill people with their brains.

Depending on your campaign, a psychokineticist might be:

- A fiery tempered anarchist hell bent on burning the world down.
- A disturbed youth wielding powers that make them dangerous to all around them.
- An old hermit that both the sun and winter refuse to hurt who calls upon the power of the storm for defense.
- A brash hero who defends the northlands with spears of ice.

**Party Role:** Combatant. The psychokineticist focuses on attacking the enemy although some do

**TABLE XX: PSYCHOKINETICIST**

Level	BAB	Fort	Ref	Will	Def	Init	LS	Leg	Abilities
1	+1	+1	+2	+0	+0	+2	+0	+1	Handle with care, flame on!
2	+2	+2	+3	+0	+1	+3	+0	+1	Psychic lance (20 ft.)
3	+3	+2	+3	+1	+1	+4	+1	+2	Energy shaping (1 upgrade)
4	+4	+2	+4	+1	+2	+5	+1	+2	Bonus feat, power stunt
5	+5	+3	+4	+1	+2	+5	+1	+3	Energy shaping (2 upgrades)
6	+6	+3	+5	+2	+2	+6	+2	+3	Power stunt
7	+7	+4	+5	+2	+3	+7	+2	+4	Energy shaping (2 powers), psychic lance (40 ft.)
8	+8	+4	+6	+2	+3	+8	+2	+4	Bonus feat, power stunt
9	+9	+4	+6	+3	+4	+9	+3	+5	Energy shaping (2 tricks)
10	+10	+5	+7	+3	+4	+10	+3	+5	Omega storm



find nonviolent uses for their abilities.

## CLASS FEATURES

**Requirements:** *Psionics* campaign quality, Psychokinesis 4+ ranks, Tactics 6+ ranks, Hurled Basics feat

**Favored Attributes:** Dexterity, Constitution

**Psion:** Each level in this class increases your Psion Level by 1.

**Class Skills:** Acrobatics, Athletics, Haggle, Medicine, Notice, Resolve, Search, Sense Motive, Tactics

**Skill Points:** 6 + Int modifier per Level

**Vitality:** 9 + Con modifier per Level

## CORE ABILITY

**Flame on!:** You strike before you think, which is bad news for your enemies. When you spend an action die to boost a Psychokinesis check, you may, as a free action, use one of your active powers to make a psionic attack.

## CLASS ABILITIES

**Handle with Care:** You are an experienced manipulator of energy and know how to avoid getting hurt. At first level, you no longer take damage from critical failures with psionic checks. Further, when you have an active attack power, you gain Damage Resistance 5 to its damage type.

**Psychic Lance:** Your psionic attacks are more stable and thus longer ranged. At Level 2, the range increment of your psionic attacks becomes 20 ft unless it is already longer.

At Level 7, the range increment increases to 40 ft.

**Energy Shaping:** Your control over energy allows you to produce very interesting projectiles. At Level 3, pick a power that grants a psionic attack. When you activate that power, you may choose one of the following weapon qualities to apply to its attack: *AP 6*, *Blast 1*, *Excruciating*, *Indirect*, or *Trip*.

At level 5, you may apply a second quality to the selected power.

At level 7, you may select an additional power to apply weapon qualities to.

At level 9, you may apply two tricks to ranged psionic attacks and you may apply bow or black powder tricks to hurled attacks.

**Bonus Feat:** At levels 4 and 8, you gain a feat from the Psionic or Ranged trees or you may gain a new psionic power.

**Power Stunt:** At Levels 4, 6, and 8, select one of the following abilities. Each may be chosen only once.

- *Fallzone:* Balance DC's caused by your Ice Slick increase by your class level. You may ignore balance checks caused by wet or icy areas while your Cryokinesis power is active.
- *Mister Freeze:* Characters within your Ice Slick when it is created are *entangled* and must make an immediate Balance check. Those who fail are *paralyzed* for one round.
- *Dazzler:* When your Photokinesis power is active, you gain the *beguiling* NPC quality
- *Cinematic:* While your Photokinesis power is active, you may create an visual illusion of any size or shape as a full action. This image may be animated and lasts as long as you concentrate plus one round per Psion Level.
- *Elemental Therapy:* While any Psychokinesis power is active, you may remove one level of *shaken*, *fatigued*, or completely remove the *entangled* condition by touch. This has a psion cost of 4 and you may use this ability no more than once per teammate per scene.
- *Defib (Requires Psychoinventive 6+ ranks):* You gain The Extra Mile feat.

**Omega Storm:** Once per session, you may unleash a storm of psionic power. As a free action, make a Psychokinesis check. The storm lasts a number of rounds equal to your psion bonus. For the duration of the storm, you may use any power that grants a psionic attack without cost. You must pay for any upgrades to these powers. Further, you may use each of your psionic attacks any number of times per round. When the storm ends, all of your

**TABLE XX: MINDBENDER**

Level	BAB	Fort	Ref	Will	Def	Init	LS	Leg	Abilities
1	+0	+0	+0	+2	+0	+1	+2	+0	Mindbender powers, touch of strange
2	+1	+0	+0	+3	+1	+1	+3	+1	Mind leech
3	+2	+1	+1	+3	+1	+2	+3	+1	Shroud of nightmare
4	+3	+1	+1	+4	+2	+2	+4	+1	Fearsome, mindbender powers
5	+3	+1	+1	+4	+2	+3	+4	+1	Fear itself

active powers end as well.

## Mindbender (Master)

Many telepaths are scrupulous not to abuse their powers, less they lose their humanity. Some even consider their entire psychic power to be a delicate gift that must be used cautiously. You don't. You use and abuse your powers, particularly of psychic nature, to make the world turn the way you want. You specialize in manipulating other people's thoughts, and often rely on their most primal instinct – fear – to see your plans fulfilled.

**Party Role:** Specialist. All your talents are turned toward one single objective: to manipulate the weakest minds and to fuel the strongest feelings of the human nature for your own purpose.

### CLASS FEATURES

**Prerequisites:** Imprint 10+ ranks, Intimidate 7+ ranks, Telepathy psychic power

**Suggested Attributes:** Charisma, Wisdom

**Psionic:** Each Level in this class increases your Psion Level by 1.

**Class Skills:** Blend, Bluff, Disguise, Haggle, Intimidate, Notice, Resolve, Sense Motive

**Continuity:** Choose 2 skills. These 2 skills become Quorian Mindbender class skills for you.

**Skill Points:** 6 + Int mod per level

**Vitality:** 9 + Con mod per level

### CLASS ABILITY

**Mindbender Powers:** At Level 1, you may gain ranks in the ESP, Imprint, and Intuitive skills. Also, you discover one psychic power among those covered by these skills.

At Level 4, you can either gain a +1 bonus with one of these skills or discover an additional psychic power among those covered by these skills.

**Touch of Strange:** You awake fear into the bravest minds. At Level 1, if a target fails her save against your Telepathy power, you may make

her *frightened* instead. Also, you are immune to the *frightened* condition.

**Mind Leech:** You feed on other people's fears. At Level 2, you gain a trick.

**Mind Leech (Threaten Trick):** You regain as much vitality as you inflict stress damage. You may never exceed your maximum vitality or heal wounds with this trick.

**Shroud of Nightmare:** You are constantly surrounded by a nightmarish aura. At Level 3, you gain a +4 bonus with Intimidate checks and an equal penalty with Impress checks. Further, whenever an opponent attacks and misses you, he suffers 2 stress damage.

**Fearsome:** You can frighten armies! At Level 4, up to 3 times per scene, as a half action, you can invoke fear in all opponents who can see or hear you. Each target suffers 1d6 stress damage and must make a Will save (DC 10 + your Charisma modifier + the number of Psionic feats you possess) or become *frightened*.

**Fear Itself:** You fully embrace your quorian nature and become a living incarnation of terror. At Level 5, you gain the Horror Type and your Wisdom score increases by 2. Also, you are immune to stress damage.

## Telekinesis Savant (Master)

Life can be so exhausting sometimes, but telekinesis makes it so much easier for those who master it. These focused specialists can shape materialized force into thin air and control it with an uncanny dexterity. This grants them an extended control over their close space, swift defensive countermeasures, and even powerful offensive options.

**Party Role:** Specialist/Combatant. Telekinesis can be used in an infinite variety of situations. Combat certainly is one of the most frequent.

**TABLE XX: TELEKINESIS SAVANT**

Level	BAB	Fort	Ref	Will	Def	Init	LS	Leg	Abilities
1	+0	+1	+1	+0	+2	+2	+1	+0	Force grasp, telekinesis genius I
2	+1	+2	+2	+0	+3	+3	+2	+1	Telekinetic speed
3	+2	+2	+2	+1	+3	+4	+2	+1	Circle of power I
4	+3	+2	+2	+1	+4	+5	+2	+1	Allure, telekinesis genius I
5	+3	+3	+3	+1	+5	+5	+3	+1	Force explosion



**CLASS FEATURES**

**Conditions:** Telekinesis 10+ ranks, Spellcasting 10+ ranks, any 2 Telekinesis powers, any 5 Force spells

**Favored Attributes:** Charisma, Constitution

**Psion:** Each level in this class increases your Psion Level by 1.

**Class Skills:** Acrobatics, Athletics, Bluff, Disguise, Impress, Intimidate, Notice, Prestidigitation, Resolve, Sneak

**Skill Points:** 6 + Int modifier per level

**Vitality:** 9 + Con modifier per level

**CLASS ABILITIES**

**Force Grasp:** You're as dexterous when shaping thin air as with your own hands. At Level 1, you may pay a psion cost 1 or spend 1 spell point to take the Handle Item action anywhere within Close Quarters and line of sight, as if you were adjacent to your target. Further, you may convert your weapon damage to force damage without penalty.

**Telekinesis Genius I:** Telekinesis is both art and science. At Level 1, your Psion Level and your Caster Level are considered equal to your Career Level when using Telekinesis powers or casting Force spells.

**Telekinesis Genius II:** At Level 4, you may pay a psion cost instead of spending additional spell points when applying a spellcasting trick to a Force spell. Alternatively, you may spend spell points instead of paying an extra psion cost when upgrading a Telekinesis power.

**Telekinetic Speed:** At Level 4, you may increase your Telekinesis check error range by 1 to reduce the activation time of a telekinetic power by 1/2 (minimum 1 free action).

**Circle of Power I:** At Level 3, you may cast Level 1 and lower spells you know.

**Allure:** Commanding invisible forces requires tremendous ego. At Level 4, your Charisma increases by 1.

**Force Explosion:** You don't like being threatened, particularly physically. You gain a trick.

**Plop! (Total Defense Trick):** Each time an opponent tries to move into a square adjacent to you, you automatically release a defensive wave of force similar to a Repelling Wave II spell (*see Fantasy Craft, page 143*) without paying its cost.

**Teleporter (Expert)**

People walk through life at different speeds. Some find their path quite easily. Others struggle as they encounter countless obstacles on their way. You just don't walk. Ever. You focus on your objective, and then you *jump*! Teleportation is the science of instant travelling, the ultimate movement. There is nowhere in the world you can't reach. There are no limits, no boundaries, except for the skies. Your ability allows you to see places unknown to anyone, and also give you an incredible edge in combat against slower opponents.

**Party Role:** Solver/Combatant. Teleporters can be tremendously useful to any party as solvers of ... spatial problems. But your talents also make you a dreadful combatant, since you can strike and then disappear in the blink of an eye.

**CLASS FEATURES**

**Conditions:** Adrenal 6+ ranks, Survival 4+ ranks, Mobility Basics and Surge of speed feats

**Favored Attributes:** Strength, Constitution

**TABLE XX: TELEPORTER**

Level	BAB	Fort	Ref	Will	Def	Init	LS	Leg	Abilities
1	+0	+0	+2	+0	+1	+2	+1	+1	Jumper, skirmish
2	+1	+0	+3	+0	+1	+3	+2	+1	Strike and vanish I
3	+2	+1	+3	+1	+2	+4	+2	+2	Psionic training
4	+3	+1	+4	+1	+2	+5	+2	+2	Instant travel I, living wraith
5	+3	+1	+4	+1	+3	+5	+3	+3	Psionic training
6	+4	+2	+5	+2	+4	+6	+3	+3	Phase In
7	+5	+2	+5	+2	+4	+7	+4	+4	Psionic training, strike and vanish II
8	+6	+2	+6	+2	+5	+8	+4	+4	Instant travel II, phase out
9	+6	+3	+6	+3	+5	+9	+4	+5	Psionic training
10	+7	+3	+7	+3	+6	+10	+5	+5	Acrobatic jump



**Psion:** Each level in this class increases your Psion Level by 1.

**Class Skills:** Acrobatics, Athletics, Blend, Crafting, Notice, Prestidigitation, Resolve, Ride, Search, Sneak

**Skill Points:** 6 + Int modifier per level

**Vitality:** 9 + Con modifier per level

## CORE ABILITY

**Skirmish:** You may use your Surge of Speed feat an additional number of times per session equal to your class level. You may also spend an action die to gain an additional use of this feat.

## CLASS ABILITIES

**Jumper:** You are a constant, ever-moving threat. At Level 1, you gain a psionic stance.

**Bamf! (Psionic Stance):** Psion cost 6 per minute. You ignore terrain, occupied squares, and adjacency when taking any move action. You must still end your movement in an unoccupied square. If you don't, you and the square occupant suffer 5d6 lethal damage and you end in the nearest unoccupied square. If there is none, the process continues until you exit or die, in which case your body is *destroyed*. Also, your 5-ft. step are now 10-ft. steps.

**Strike and Vanish I:** You never let your opponents time to strike twice. At Level 2, you may use Surge of Speed immediately after having been missed by an attack.

**Strike and Vanish II:** At Level 7, your base Speed doubles when using your Surge of Speed feat.

**Psionic Training:** At Level 3, 5, 7, and 9, you gain an additional Psionic feat or psionic power.

**Instant Travel I:** At Level 4, you may pay a psion cost 5 and succeed with an Adrenal check (DC 25) to automatically cast Teleport I as a psionic power with a Caster Level equal to your Psion Level.

**Instant Travel II:** At Level 8, you may pay a psion

cost 5 and succeed with an Adrenal check (DC 30) to automatically cast Teleport II as a psionic power with a Caster Level equal to your Psion Level.

**Living Wraith:** Your apparitions are spectacular. At Level 4, when you are in *Bamf!* stance and take a move action that leaves you adjacent to one or more enemies, they become *flat-footed*.

**Phase In:** You can teleport your weapon right into your enemy's heart. At Level 6, you gain a trick.

**Phase In (Unarmed or Melee Attack Trick):** Pay a psion cost X. Your attack gains *armor piercing X* and *keen X*. But your weapon gets stuck inside your opponent. You may recover it with a full action and a successful Athletics check (DC equal to the damage caused + X) or at the end of the combat.

**Phase Out:** You can jump out of the direst situations. At Level 8, you can move and make melee and unarmed attacks normally, even while under the influence of movementimpeding magic and similar effects. Also, you can't be *grappled*.

**Acrobatic Jump:** People just can't lay hands on you. At Level 10, you do not leave *Bamf!* when *prone* or *sprawled*. Further, you may use Surge of Speed immediately after being targeted by an attack, *before* the attack check is rolled.

## SKILLS

Psionics are a character's ability to tap into innate sources of energy, which is mechanically reflected by the learning of distinct psionic skills. Each of these new skills is initially restricted, unless the character 'unlocks' them by taking levels into a psionic class. When he gains access to such a skill, the character can purchase ranks and make skill checks. However, the psionic powers fueled by these skill checks have to be learnt separately as well.

**TABLE XX: PSIONIC ATTACKS**

Attack*	Damage	Type	Error Range	Threat Range	Range
Debris	2d6	Lethal	1-2	19-20	20 ft. × 5
Flames	2d6	Fire	1-2	19-20	10 ft. × 5
Project Light	2d6	Flash	1-2	20	5 ft. × 5
Psychic Disarm	Target is disarmed	—	1	20	5 ft. × 5
Ice Shards	2d4	Cold	1	19-20	15 ft. × 5
Lightning	2d4	Electricity	1	20	25 ft. × 5

\* Psionic attacks are considered as thrown weapon attacks regarding proficiencies, feats, and other effects. Further, the attacker may use his Intelligence modifier instead of his Dexterity modifiers with these attacks.



## USING PSIONIC POWERS

Using a psionic power requires an action precised in the power's description and a check with the related skill – called 'power check'. The power also has a 'psion cost' which the character must pay by decreasing his maximum vitality by the same amount. If the character's vitality is so low that paying the psion cost would reduce it below 0, he can't use the power. A character's maximum vitality is restored to normal at the end of the scene. Once it has, his current vitality has to be healed normally.

With an error on a power check, the character must pay double the psion cost. If he can't, the power fails. With a critical success, the power takes effect normally but the psion cost is not paid.

It is important to note that the psionic does not suffer damage when he uses a power but *reduces* his maximum vitality to pay the psion cost. Consequently, this loss cannot be reduced by any kind of damage reduction or resistance and may not trigger critical wounds or massive damage.

## PSIONIC POWER DESCRIPTIONS

The power check result determines the psion bonus of the psionic power – its potency – for its entire duration (see *Table XX: Psion bonus*). The power's description sets its duration and effects. When the psion bonus is actually used as a bonus, it *always* is a psionic bonus. Psionic bonuses, like most named bonuses, do not stack.

**TABLE XX: PSION BONUS**

Power Check Result	Psion bonus
9 or less	+0
10–14	+1
15–19	+2
20–24	+3
25–29	+4
30–34	+5
35–39	+6
40–44	+7
45–49	+8
50–54	+9
55+	+10

All psionic powers can be upgraded in one or more way by paying an additional psion cost. Any upgrades have to be decided when the power is used and the user must pay their cost in addition to the base psion cost of the power.

## PSIONIC SKILL DESCRIPTIONS

Below is a list of the nine psionic skills newly introduced here: Adrenal, ESP, Evolution, Imprint, Intuitive, Psychoinventive, Psychokinetic, Sensory, and Telekinesis. Each skill has a commonly associated attribute, given between brackets. However, the GM and the GM only can request the use of a different attribute when he deems necessary.

### MORE POWERS

Many new psionic powers have been introduced in supplements for the *ShadowForce Archer* campaign setting, but they have not been included in this document. GMs are of course invited to create their own psionic powers.

## Adrenal (Str)

The Adrenal skill is turned directly toward boosting one's physical abilities, which can be done using the Combat Sense, Energy Burst, and Speed Control psionic powers.

### COMBAT SENSE

**(1 free action • psion cost 7)**

This power lasts for a number of minutes equal to your Psion Level. You gain the *uncanny dodge X* class ability, where "X" equals 1/3 your psion bonus, rounded up (maximum V).

**Upgrade:** You may increase the psion cost by 6 to activate this power outside your Initiative Count.

### ENERGY BURST

**(1 full action • psion cost 2)**

This power lasts for a number of minutes equal to your Psion Level. You may add your psion bonus to all your Acrobatics and Athletics checks and to damage you inflict upon objects.

**Upgrade:** Each +2 psion cost, the psionic bonus increases by +1.

### SPEED CONTROL

**(1 free action • psion cost 8)**

This power lasts for a number of rounds equal to your Psion Level. You gain Falling Resistance equal to your Psion Level. Also, one of your Speeds increases by 10 ft. and you benefit from 1 additional half action per round.

**Upgrade:** Each +2 psion cost, your Falling Resis-

tance increases by your Psion Level. Alternatively, each +2 psion cost, one of your Speeds increases by 5 ft.

## ESP (Wis)

ESP is the most common psychic skill and allows one to perceive beyond his sight thanks to the Clairsentience, Empathy, and Psychometry psionic powers.

### CLAIRSENTIENCE

**(1 full action • psion cost 1 per round)**

This power lasts for a number of rounds equal to your Psion Level. You may move your viewpoint 10 ft. each round, even through solid matter. You benefit from no gear bonus to sight while using this power, and you may not use any effect on targets you can see as if they were in your actual sight.

**Upgrade:** You may use psionic powers on targets you can see as if they were in your actual sight for +2 point cost per round.

### EMPATHY

**(1 full action • psion cost 3)**

This power lasts for a number of minutes equal to your Psion Level. You may add your psion bonus to all your Bluff, Investigate, and Sense Motive checks, as well as Notice and Search checks to see through disguises, while you can see your target. However, once per scene, each target who is aware of your psionic nature may succeed with a Will save (DC 10 + Psion Level) to cancel this effect regarding her until the end of the scene.

**Upgrade:** Each +2 point cost, the Will save DC increases by +1.

### PSYCHOMETRY

**(1 round • psion cost 4)**

This power is instantaneous. You may make a Psychometry check to Identify an item. Alternatively, you may learn the identity of the object's last owner (the precision is left at the GM's discretion). With GM approval, additional informations regarding the owner may be gained through additional uses of this power.

**Upgrade:** Each +2 point cost, you gain informations regarding a previous owner (in reverse chronological order).

## Evolution (Con)

Evolution gives a better control on one's senses, ore even reveal new ones, which can be done using the Biorhythm, Control Pheromones, and Enhance Senses psionic powers.

### BIORHYTHM

**(1 full action • psion cost 4)**

This power lasts for a number of minutes equal to your Psion Level  $\times$  10 (but see below). You no longer need to breathe and gain Cold and Heat Resistance equal to your Psion Level. Further, you may enter a near-death state and remain so during 10 days  $\times$  psion bonus. You must decide the duration of the lethargy in advance or the conditions which wake you up. In this state, you do not need to eat or breathe and look dead. Only a successful Medicine (Wis) check (DC 10 + Psion Level) allows to sense your soft heartbeats and to wake you up early.

**Upgrade:** You may spend 6 additional vitality to increase this power's duration to 24 hours. Alternatively, each 4 additional vitality, your Cold and Heat Resistance increases by your Psion Level.

### CONTROL PHEROMONES

**(1 full action • psion cost 2)**

This power lasts for a number of minutes equal to your Psion Level. You may add your psion bonus to all your Bluff, Haggle Impress, and Intimidate checks as long as the person you are talking to is within scent range.

**Upgrade:** Each +2 point cost, the psionic bonus increases by +1.

### ENHANCE SENSES

**(1 full action • psion cost 2)**

This power lasts for a number of minutes equal to your Psion Level. You may add your psion bonus to all your Disable, Notice, Search, and Track checks.

**Upgrade:** Each +2 point cost, the psionic bonus increases by +1.

## Imprint (Cha)

Imprint is the skill that influences or even coerce other people's mind, with the Dominion, Project Thought, and Telepathy psionic powers.





## DOMINION

### (1 full action • psion cost 7)

This power's duration varies. You may try to take control of a target's body you can see. She must succeed with a Will save (DC 15 + your psion bonus) to realize you try to control her, resist your attempt, and gain a +2 bonus with all saves made to resist your Imprint powers until the end of the scene. With failure, you may target her with one of the following effects:

- You decide the target's actions for 1 round as long as it does not endanger her or her allies.
- You plant up to 1 minute of simple memories. You may focus on general directions since the target's mind fills the details by itself.
- Your Imprint check result acts like a Persuade check result opposed by your target's Resolve. If she fails, she must perform the required action during 1 minute per Psion Level or until completion.

This power does not require talking to the target, although most psions do from force of habit.

**Upgrade:** Each +4 point cost, the Will save DC increases by 1.

## PROJECT THOUGHT

### (1 full action • psion cost 5)

This power lasts for a number of minutes equal to your Psion Level. You may communicate by telepathy with a target you can see (ignoring cover). As a free action, you can either "talk" normally or unleash a psychic "yell" that deals 1d4 subdual damage per round.

**Upgrade:** Each +2 point cost, yell damage increases by 1 die category. Alternatively, you may increase the psion cost by 7 to contact any target with whom you have already used Project Thought, without sight restriction, but without the ability to yell.

## TELEMPATHY

### (1 full action • psion cost 7)

This power lasts for a number of minutes equal to your Psion Level, as long as you stay focused. You may try to take control of the emotions of a target you can see. She must succeed with a Will save (DC 15 + your psion bonus) to realize you try to manipulate her, resist your attempt, and gain a +2 bonus with all saves made to resist your Imprint powers until the end of the scene. With failure, you may

target her with one of the following effects:

- You add your psion bonus to all your target's Resolve checks.
- You shift the target's Attitude by 1 grade (maximum Supportive).
- The target is *baffled*.
- The target is *enraged* (but does not fall unconscious afterwards).

**Upgrade:** Each +4 point cost, the Will save DC increases by 1.

## Intuitive (Int)

Intuitive is all about boosting one's mental skills, which can be done using the Catalyst, Precognition, and Synthesis psionic powers.

## CATALYST

### (1 free action • psion cost 5 + special)

This power lasts for a number of minutes equal to your Psion Level. The vitality cost of all psionic powers is doubled within a number of squares equal to your psion bonus. Further, you may take the following actions.

*Psychic Sacrifice* (1 Free Action • Initiative Action): Once per round when a teammate uses a psionic power, you may spend an amount of vitality equal to your psi bonus in his stead (in addition to the cost of this power).

*Annihilation* (1 Free Action • Initiative Action): Once per round when an enemy uses a psionic power, you may immediately attempt an Intuitive check (DC equal to the check result of the power) and spend an amount of vitality equal to the target power's cost. If you succeed, the target power is canceled.

**Upgrade:** Each +5 point cost, the vitality cost of all psionic powers within the area is multiplied once more (tripled, quadrupled, etc.).

## PRECOGNITION

### (1 full action • psion cost 4)

This power lasts for a number of minutes equal to your Psion Level. You may add your psion bonus to your Defense and gain the following action.

*Psychic Anticipate* (1 Full Action • Initiative Action): Suggest 1 action you or one of your teammates may take during next round. The GM makes a secret Precognition test (DC 20 or 30 if a teammate, with a +2 error range) and all possible checks



related to that action. If the Precognition check is a success, the GM tells the player if the action will have “beneficial” or “detrimental” consequences, or “both” or “neither”. With a failure, the GM always says “neither”. With a critical error, the GM chooses the answer. If the action is indeed taken during the next round, the checks made by the GM become the actual checks.

**Upgrade:** Each +4 point cost, the psionic bonus increases by +1.

## SYNTHESIS

### (1 minute • psion cost 6)

This power is instantaneous. Once per check, you may succeed with an power check to find a clue you would have missed or replace a failed Knowledge or Investigate check.

**Upgrade:** Each +3 point cost, you gain a +1 bonus on your power check.

## Psychoinventive (Int)

Psychoinventive taps into the mind to achieve great feats of intelligence, like the Focused Mind, Gadgeteer, and Static Charge psionic powers.

## FOCUSED MIND

### (1 full action • psion cost 3)

This power lasts for one minute or until used. You may add your psion bonus to your next Knowledge or Intelligence-based skill check.

**Upgrade:** Each +3 point cost, the psionic bonus increases by +1.

## GADGETEER

### (1 free action • special)

This power must be used together with a Crafting check. You produce an additional amount of silver equal to  $T \times$  your psion bonus, with  $T = 1$  per full day of work. At the end of the activity, you suffer 1 point of Constitution or Charisma impairment (your choice).

## STATIC CHARGE

### (1 free action • psion cost 4)

This power lasts for a number of rounds equal to your Psion Level. You may take the following action.

*Lightning (1 Half Action • Attack Action):* You pro-

ject a lightning bolt on 1 target as a psionic attack (see Table XX: Psionic Attacks). With a critical failure, you suffer 2d4 electrical damage and the power ends. You may use this action once per round.

**Upgrade:** Each +4 point cost, Lightning damage increases by 1 die.

## Psychokinesis (Dex)

Psychokinesis can alter matter and the fundamental elements through the Cryokinesis, Photokinesis, and Pyrokinesis psychic powers.

## CRYOKINESIS

### (1 full action • psion cost 4)

This power lasts for a number of rounds equal to your Psion Level. You gain Heat Resistance  $2 \times$  psion bonus and may take the following actions.

*Ice Shards (1 Half Action • Attack Action):* You project ice shards on 1 target as a psionic attack (see Table XX: Psionic Attacks). With a critical failure, you suffer 2d4 cold damage and the power ends. You may use this action once per round.

*Ice Slick (1 Half Action • Attack Action):* You freeze the ground over ( $2 \times$  psion bonus) adjacent squares starting from yours and in any direction (see *Fantasy Craft*, page 69).

**Upgrade:** Each +4 point cost, Ice Shards damage increases by 1 die. Alternatively, each +4 point cost, Ice Slick freezes (psion bonus) more squares. Further, each point cost increase by 4 either way, your Heat Resistance increases by your psion bonus.

## PHOTOKINESIS

### (1 full action • psion cost 4)

This power lasts for a number of rounds equal to your Psion Level. You may add your psion bonus to all your Sneak checks and may take the following actions.

*Project Light (1 Half Action • Attack Action):* You release a blinding flash on 1 target as a psionic attack (see Table XX: Psionic Attacks). With a critical failure, you suffer 2d4 flash damage and the power ends. You may use this action once per round.

*Create Light (1 Half Action • Initiative Action):* You create a zone of Bright or Intense light within a radius of 25 ft.  $\times$  psion bonus. You may end this effect with a free action.

**Upgrade:** Each +4 point cost, Project Light damage increases by 1 die. Alternatively, each +4



point cost, Create Light radius increases by 5 ft. × psion bonus. Further, each point cost increase by 4 either way, the psionic bonus increases by +1.

## PYROKINESIS

(1 full action • psion cost 4)

This power lasts for a number of rounds equal to your Psion Level. You gain Cold Resistance 2 × psion bonus and may take the following actions.

**Flames (1 Half Action • Attack Action):** You ignite 1 target as a psionic attack (see Table XX: Psionic Attacks). With a critical failure, you suffer 2d4 fire damage and the power ends. You may use this action once per round.

**Sheet of Flames (1 Half Action • Attack Action):** You inflame the scenery over (2 × psion bonus) adjacent squares starting from yours and in any direction (see *Fantasy Craft*, page 69). The fire inflicts 1d6 damage.

**Upgrade:** Each +4 point cost, Flames damage increases by 1 die. Alternatively, each +4 point cost, Ice Sheet of Flames inflames (psion bonus) more squares. Further, each point cost increase by 4 either way, your Cold Resistance increases by your psion bonus.

## Sensory (Wis)

Sensory is the art to alter one's natural senses, which can be done using the Body Masking, Pain Touch, and Visual Spectrum psionic powers.

### BODY MASKING

(1 full action • psion cost 2)

This power lasts for a number of minutes equal to your Psion Level. You may add your psion bonus to all your Blend, Disguise, and Sneak checks.

**Upgrade:** Each +2 point cost, the psionic bonus increases by +1.

### PAIN TOUCH

(1 free action • psion cost 4)

This power lasts for a number of rounds equal to your Psion Level. You gain a trick.

**Doloris (Unarmed Attack Trick):** Instead of suffering your normal damage, the target suffers 1d6 + psion bonus stress damage. This trick can be used once per round.

**Upgrade:** Each +2 point cost, Doloris damage increases by 1 die category.

## VISUAL SPECTRUM

(1 full action • psion cost 7)

This power lasts for a number of minutes equal to your Psion Level. Your visual increments double and you gain *darkvision II* (see *Fantasy Craft*, page 231).

**Upgrade:** While you stay focused you may increase the point cost by +1 per additional minute to keep the power active.

## Telekinesis (Cha)

Telekinesis is used to create tangible force effects with the Kinetic Shield, Levitation, and Poltergeist psionic powers.

### KINETIC SHIELD

(1 full action • psion cost 5)

This power lasts for a number of rounds equal to your Psion Level. You gain damage reduction equal to your psion bonus.

**Upgrade:** Each +5 point cost, your damage reduction increases by 1.

### LEVITATION

(1 full action • psion cost 2)

This power lasts for a number of rounds equal to your Psion Level. You gain a fly speed of 5 ft. × psion bonus.

**Upgrade:** Each +2 point cost, your fly speed increases by 5 ft.

### POLTERGEIST

(1 full action • psion cost 4)

This power lasts for a number of rounds equal to your Psion Level. You may add your psion bonus to all your hurled attack damage and may take the following actions.

**Debris (1 Half Action • Attack Action):** You throw debris at 1 target as a psionic attack (see Table XX: Psionic Attacks). With a critical failure, you suffer 2d4 lethal damage and the power ends. You may use this action once per round.

**Psychic Disarm (1 Half Action • Attack Action):** You may try to Disarm 1 target using telekinesis (see Table XX: Psionic Attacks). Consider your attempt unarmed. With success, the weapon ends in your hand. With a critical failure, you suffer 2d4 lethal damage and the power ends. You may use this ac-

tion once per round.

**Upgrade:** Each +4 point cost, Debris damage increases by 1 die. Alternatively, each +4 point cost, you gain a +1 bonus on your Psychic Disarm attempt. Further, each point cost increase by 4 either way, your psionic bonus to hurled damage increases by +1.

## PSIONIC FEATS

This new feat tree offers psionic characters additional options related to their psychic activities. Character have access to these feats only if the *psionics* campaign quality is active (see page XX).

### ERUPTION BASICS

You may strain your body beyond his limits to fuel more mighty psionic powers.

**Benefit:** You may upgrade psionic powers (but not pay their base psion cost) with a free 'eruption cost' up to your starting action dice. This eruption cost is not subtracted from your maximum vitality. However, straining your body in this fashion – which psions call 'erupting' – is not without risk.

Whenever you erupt, the error range of your psionic skill check increases by the eruption cost you require. If you suffer an error, the power takes effect normally but you suffer a psychic backlash: in addition to doubling the psion cost, which you must pay entirely, you are *stunned* for a number of rounds equal to the eruption cost.

### ERUPTION MASTERY

When you erupt, you enter a state of supernatural lucidity.

**Prerequisites:** Eruption Basics

**Benefit:** Whenever you erupt, you gain a +2 moral bonus to all attack, damage, and saving throw checks for a number of rounds equal to the eruption cost. You lose this bonus if you suffer from psychic backlash.

### ERUPTION SUPREMACY

You survived so many psychic backlashes you have got kind of used to it.

**Prerequisites:** Eruption Supremacy

**Benefit:** Whenever you suffer from psychic backlash, you are *sickened* instead of *stunned* for the same duration. Further, once per session while

erupting, you may re-roll a psionic skill check that resulted in an error.

### MIND LINK

You can create permanent telepathic bonds with your allies.

**Prerequisites:** Project Thought psychic power

**Benefit:** You may create a mind link between you and any willing target. To do so, you must perform a spirit communion ritual that requires 10 Reputation and one week Downtime per target. While the bond lasts, you and your target may communicate by means of *telepathy* as long as you are within each other's line of sight (ignoring cover). You may end the mind link with a full action, but you must perform a new ritual to reestablish it. A target may free herself of a mind link with a Lift Curse I spell.

### PSI BLADE BASICS

You can focus your will in a tangible blade of psychic energy.

**Benefit:** You may use Psi Weapon, a new Psychokinetic discipline power described below, and you may purchase ranks in the Psychokinetic skill. Your Psion Level is considered 1 higher for the purpose of using Psychokinetic powers.

#### PSI BLADE

(1 full action • point cost 4)

This power lasts for a number of minutes equal to your Psion Level. You create a semi-material weapon of Size no greater than Tiny that deals force damage and benefit from the *excruciating* quality. The psi blade acts like an actual weapon in regard to proficiencies, fortes, tricks, feats and other special abilities specific to a weapon type. You use the higher of your Strength modifier or psion bonus when rolling the psi blade's damage. You may create additional psi blades with additional uses of this power.

**Upgrade:** Each +2 point cost, you may add up to +25% of upgrades to your psi blade. Alternatively, each +2 point cost, this power lasts for an additional number of minutes equal to your Psion Level.

### PSI BLADE MASTERY

Your blade may be only half tangible, but its edge is razor-sharp.





**Prerequisites:** Psi Blade Basics

**Benefit:** You may create psi blades of Size no greater than Small and cannot be disarmed when armed with a psi blade. Further, you gain a trick.

*Mind Stab (Psi Blade Attack Trick):* If the target fails his save against stress damage, he instead fails 2 saves.

## PSI BLADE SUPREMACY

Once single hit from your psi blade is like a devastating psychic charge.

**Prerequisites:** Psi Blade Mastery

**Benefit:** You may create psi blades of Size no greater than Medium and you do so with a free action. Further, you gain a trick.

*Brain Liquefaction (Psi Blade Attack Trick):* If your target is a standard character with a lower Charisma score than yours, he immediately fails his Damage save (damage isn't rolled). You may use this trick once per round.

## PSIONICS BASICS

You are an expert in your favorite psionic domain.

**Benefit:** Choose one psionic skill. You gain a +2 insight bonus and a threat range of 19–20 with this skill.

**Special:** You may take this feat multiple times, choosing a different psionic skill each time. Each feat has a separate name (e.g. Psionics Basics (Telekinesis), Psionics Basics (ESP), etc.).

## PSIONICS MASTERY

Not many can rival your expertise in your psychic specialty.

**Prerequisites:** Psionics Basics

**Benefit:** Choose 1 of your Psionics Basics feats. You gain a +3 insight bonus and a threat range of 18–20 with this skill. Once per scene, you may also re-roll a check with this skill.

**Special:** You may take this feat multiple times, choosing a different psionic skill each time. Each feat has a separate name (e.g. Psionics Mastery (Telekinesis), Psionics Mastery (ESP), etc.).

## PSIONICS SUPREMACY

Your dedicated spirit is without equal.

**Prerequisites:** Psionics Mastery

**Benefit:** Choose 1 of your Psionics Mastery feats. You gain a +4 insight bonus and a threat range of

17–20 with this skill. Also, you may activate critical successes with this skill for 1 less action die (minimum 0).

**Special:** You may take this feat multiple times, choosing a different psionic skill each time. Each feat has a separate name (e.g. Psionics Supremacy (Telekinesis), Psionics Supremacy (ESP), etc.).

## PYROKINETICIST

Burn! Burn! Burn!

**Prerequisites:** Pyrokinesis power, Psi Blade feat

**Benefit:** While your Pyrokinesis power is active, you may convert your Psi Blade damage to fire without penalty. Further, you may use Flames up to twice per round and gain a trick.

*Fire Spread (Attack Trick):* If the attack successfully inflicts fire damage, all characters adjacent to your target must also succeed with a Reflex save (equal to the fire damage) or catch fire.

## SPELLS

Even if psionics and magic are two different sources of power, spellcasters have means of affecting the mysterious psionic powers.

## DETECT PSIONICS

**Level:** 1 Divination

**Casting Time:** 1 half action

**Distance:** Personal

**Area:** 60 ft. penetrating cone

**Duration:** Concentration + 1 minute per Casting Level (dismissible)

**Effect:** You sense psionics and psionic characters and objects. You may learn the skill associated with any psionic power you sense with an additional Knowledge check (DC 15).

## PSIONIC REMAINS

**Level:** 3 Divination

**Casting Time:** 1 minute

**Distance:** Personal

**Area:** 60 ft. penetrating cone

**Duration:** Concentration + 1 minute per Casting Level (dismissible)

**Effect:** As Detect Psionics, unless you may detect remains of powers used in the area moments ago. You may sense events that took place up to (psion bonus x vitality cost) hours in the past.



## NPC QUALITIES

NPCs may access psionics by choosing psionic skills as specific skills, and learn powers with the following NPC quality.

**Psionic Powers (+1 XP per power):** The NPC is a psychic and his Psion Level is equal to his Threat Level. He learns and may use one psionic power. If the NPC is standard, each use of the power reduces his damage save bonus by -1 until the end of the scene. With a critical success, his damage save bonus is unaffected. With an error, his damage save bonus is reduced by -2. If the NPC's damage save bonus is already +0 or lower, he may not use psionic powers.

## CAMPAIGN QUALITIES

To decide if and how psionics exist in your campaign, use one or several of the following campaign qualities.

### PSIONICS (PERMANENT)

Humankind evolves. This undeniable fact is made obvious by individuals who have developed an increase control of their mind, their body, and their environment. PCs and NPCs are granted access to new options that let them tap into their psychic potential to use psionic powers. To make psionics unique in your campaign, use of the following qualities.

**Psionic Outcasts (3 Action Dice):** Psionic powers are relatively new, a young and unreliable source of power many people fear or want to see crushed. The starting Disposition of all non-psions decreases by -10 against psionic characters.

**Difficult Psionics (3 Action Dice):** Psionics are a rare and exotic art, exceedingly difficult and time-consuming to perform. All psion costs are doubled and the time for using any psionic power doubles.

**Easy Psionics (1 Action Die):** Psionics are easily mastered and may be performed with a literal flick of the mind. All psion costs are actually vitality costs (your *maximum vitality* is not also reduced) and the time for using any psionic power decreases to 1/2 (minimum 1 free action).

**Lost Psionics (Permanent):** One or more psionic skills have been lost, though a fledging black market exists for the knowledge. Choose any number of psionic skills. To purchase ranks from one of

them, a character must also spend Reputation equal to the skill rank to be purchased.

**Potent Psionics (2 Action Dice):** Psionics are particularly powerful and difficult to resist. The Save DCs of psionic powers increase by 5 and the numerical results of psionic powers, if any, increase by 50% (rounded up).

**Psi-Magic Intolerance (Permanent):** Psionics and magic are two forces that oppose and repel themselves. A character with Psion Levels may never gain any level in a spellcasting class and vice versa. This quality may work with Psi-Magic Match.

**Psi-Magic Match (Permanent):** Psionics are nothing but innate magic. Spell Defense protects against psionic powers and these may be countered just like spells with a Level equal to their psion bonus. Further, magic and psionic bonus do not stack, only the highest available bonus applies.

**Ubiquitous Psionics (Permanent):** Psionics are a common or innate talent available to virtually everyone. All psionic skills are available as Origin skills. Every character automatically knows a number of psionic powers equal to his Wisdom modifier (min. 0) and may use these with a Psion Level of 1 (or his if it is higher).

