



3rd Edition Psionicist

Table of Contents

<u>D&D 3rd Edition Psionicist</u>	1
<u>Psionicist</u>	2
<u>Game Rule Information</u>	2
<u>Class Skills</u>	3
<u>Class Features</u>	3
<u>Wild Talents</u>	4
<u>Ex-Psionicists</u>	4
<u>Psionicist Starting Package</u>	4
<u>Alternative Psionicist Starting Package</u>	4
<u>New Skills</u>	5
<u>Harness Subconscious (Wis; Trained Only; Psionicist Only)</u>	5
<u>Meditative Focus (Wis; Trained Only; Psionicist Only)</u>	5
<u>Psioncraft (Int; Trained Only)</u>	5
<u>Rejuvenation (Wis; Trained Only; Psionicist Only)</u>	6
<u>New Feats</u>	6
<u>Discipline Focus [Special]</u>	6
<u>Improved Mental Armor [General]</u>	6
<u>Mental Attack Focus [Special]</u>	6

D&D 3rd Edition Psionicist

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®.

The *Player's Option: Skills & Powers* sourcebook for Advanced Dungeons & Dragons®, Second Edition, is also required.

Written by **D. West Robbins**

Cover Graphics from **D. West Robbins and Clipart Castle**, modified from a design created by **Wizards of the Coast®**.

Artwork from **D. West Robbins and Clipart Castle**.

This document, entitled *D&D Third Edition Psionicist*, is Copyright © 2000 by D. West Robbins.

This document is dedicated to my daughter, Jennifer Rose Johnson (though she is so far away, she will always be in my heart) and to the memory of my mother, Jacqueline Robbins (I will live my life so that hers will not have been in vain).

This document was encoded into PDF format using HTMLDOC 1.8.8, Copyright © 1997–2000 by Easy Software Products (<http://www.easysw.com>).

This document may be freely redistributed without alteration so long as no fee is charged for the redistribution aside from fees normally charged for allowing access the distribution medium as a whole.



Kansas City, MO, 64110

sigilgames@yahoo.com

<http://www.geocities.com/SigilGames/>



'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of this License can be found at www.wizards.com.

Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with Permission.



Psionicist

Psionicists at first appear to be a strange form of magic-user, needing neither material, somatic, or verbal components to empower their "spells." However, psionics are a completely different realm of power, drawing on the mental energy of the user himself to affect reality with his mind. And psionicists are the masters of such mental disciplines.

Adventures: Psionicists often go on adventures to either test or strengthen their skills in their art. Like many adventurers, the lure of glory and gold can be very enticing. But just as often, psionicists go on adventures to find new ways of using their skills and new ways to learn. Knowledge is power and few know that better than the psionicist.

Characteristics: The psionicists greatest strength is the power of his mind. Although he is still a fair combatant, able to hold his own alongside rogues and clerics, his psionic powers are the trump cards that give him his edge. Able to communicate and manipulate the minds of others, show control over his own body, move himself or others without crossing space, or see places where he cannot normally be, the psionicist can do things even mages can envy.

Alignment: One of the hallmarks of a psionicist is the discipline he must exercise to gain mastery over his own mind. Because of such, a person who shows tendencies for chaotic behavior is very unlikely to ever be able to master the psionic arts.

Religion: Many psionicists eschew the trappings of established religion in favor of their own "new age" view on the world at large, relying on the empowering of the self to be their philosophical guide in life. Those psionicists that do worship gods often worship gods of knowledge or the mind, such as Boccob, or gods of luck or unity, such as Fharlaghn, Corellon Larethian, or Yondalla.

Background: Psionicists can come from many walks of life, as their potential is often as innate as that of the sorcerer. Where the psionicist's lot in life goes after he realizes his potential depends on the culture at large. While many cultures welcome psionicists as another type of empowered adventurer, other cultures may see psionic power as being evil or demonic. Psionicists who suffer from the latter view often must rely on charlatantry and skullduggery just to stay alive.

Races: In the past, humans, half-elves, and half-orcs have shown the strongest potential for psionic power, due to their human blood). Gnomes and halflings have been somewhat limited while elvish, and dwarvish psionicists have been almost unheard of. Recently, though, the trend for potential has been more evenly spread amongst the races.

Other Classes: Often, the psionicists' skills and abilities make them perfect complements to almost any other class. They do get along handsomely with monks, who share their view on discipline and the harmony of mind, body, and soul. They also get along well with many clerics, especially those of Boccob or Yondalla. Mages and sorcerers, however, often see them as "false mages" and try to show them up.

Game Rule Information

Psionicists have the following game statistics.

Abilities: Wisdom is used to determine how many disciplines a Psionicist can eventually learn. The maximum number of disciplines is equal to the psionicist's Wisdom – 10. Thus, a psionicist with a Wisdom of 12 could only learn up to two disciplines. A high Constitution and Intelligence score also strengthens a psionicist's mental potential.

Alignment: Any nonchaotic.



Hit Die: d6.

Attack Bonus: Psionics attack physically using the Rogue Attack Bonus, but attack with psionics using the Fighter Attack Bonus.

Good Saves: Fort and Will

Class Skills

The psionist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Harness Subconscious* (Wis), Heal (Wis), Knowledge (all skills, taken individually) (Int), Meditative Focus* (Wis), Profession (Wis), Perform (Cha), Psioncraft* (Int), Rejuvenation* (Wis), and Sense Motive (Wis). With the exception of the skills marked with an asterisk (*), skills are described in Chapter 4: Skills of the Player's Handbook. The new skills are described below.

Skill Points at 1st Level: (2 + Int modifier) x4

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the psionist.

Weapon and Armor Proficiencies: Psionists are proficient with all simple weapons, small martial melee weapons, medium martial ranged weapons, light armor, and shields. Psionists cannot wear helmets unless the helmet is psionically empowered or has magical properties akin to psionics (DM's discretion). This has no direct effect on AC, unless rules for Called Shots are used.

Psionic Potential: This is the meat and potatoes of the psionist class. Until the official Psionics Handbook comes out in March 2001, it is best to translate the rules from the *Players' Option: Skills & Powers* (S&P/Ps) sourcebook. Having the *Complete Psionist's Handbook* (CPsHB) will also be handy if only to round out the list of available powers.

Psionists gain psionic Disciplines, Sciences, and Devotions as per the progression table given in S&P/Ps. Attack and Defense Proficiencies are now treated as Feats here, as is the Contact Proficiency that is their prerequisite. The character can get Contact and her first Attack Feat and first Defense Feat at 1st level and gain one additional Attack Feat and one additional Defense Feat every odd level (3rd, 5th, 7th, and 9th).

A character's MAC is calculated as in S&P/Ps, but is then subtracted from 20 to work with the d20 System mechanics. Thus, a character with a MAC of 7 in S&P/Ps would have a MAC of 13 in these new rules.

A psionists can attack with their psionic powers or Feats multiple times in a round if they have the Mental Attack Bonuses to do so. However, they must have the PSPs to power each psionic power or Feat used.

Powers are easily converted over. Simply recalculate the MAC of the power to account for the new d20 System; subtract the old MAC from 20 to get the new DC for the power. Thus, if a devotion has a MAC 8 in the old system, it would have a DC 12 in the new system.

To activate a power, a player rolls a d20 and adds his character's Mental Attack Bonus and an ability modifier to the roll; if the roll is greater than the power's DC, then the power activates. The ability modifiers depend on the discipline being exercised, as follows:

<u>Discipline</u>	<u>Ability Modifier</u>
Clairsentience	Wisdom
Psychokinesis	Strength
Psychometabolism	Constitution
Psychoportation	Dexterity
Telepathy	Charisma

Otherwise, follow all the rules as they are detailed in S&P/Ps, including calculating PSPs for characters.

Wild Talents

A character is determined to be a wild talent just as it is detailed in S&P/Ps. PSPs are determined as detailed therein, as well. A wild talent's Mental Attack Bonus is the same as a Rogue's Physical Attack Bonus (they may attack multiple times with Psionic Attack Feats if they have the Mental Attack Bonuses to do so). Wild talents must purchase the Contact Feat and all Attack and Defense Feats using the normal allotment of Feat slots afforded to every D&D character.

Ex-Psionics

Psionics (but not wild talents) must keep their minds focused and their thoughts clear; discipline is the key to mastering psionic potential. Thus, if a psionics slips into a chaotic alignment, he ceases to be able to gain levels as a psionics. He does not lose his current psionic abilities, however.

Psionics Starting Package

Race: Human, half-elf, elf, half-elf, or half-orc.

Armor: Leather +2 AC, speed 30 ft, 15 lb.

Weapons: Short sword (1d6, crit 19–20/x2, 3 lb, Small, Piercing). Light crossbow (1d8, crit 19–20/x2, 80 ft, 7 lb, Medium, Piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier. (3 + Int modifier for humans only)

<u>Skill</u>	<u>Ranks</u>	<u>Ability</u>	<u>Armor</u>
Concentration	4	Con	
Harness Subconscious	4	Wis	
Heal	4	Wis	
Knowledge (Psionics)	4	Wis	
Meditative Focus	4	Int	
Profession (Seer)	4	Wis	
Psioncraft	4	Int	
Rejuvenation	4	Wis	
Sense Motive	4	Wis	

Feat: Toughness.

Bonus Feat: Skill Focus (Psioncraft or other skill, human only).

Discipline: Telepathy

Science: Mindlink (DC 12)

Devotions: ESP (DC 14), Invisibility (DC 14), Send Thoughts (DC 12)

Attack/Defense Feats: Contact; Mind Thrust; Mind Blank.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Hooded lantern, 5 pints of oil. Case with 10 crossbow bolts.

Gold: 3d4 gp.

Alternative Psionics Starting Package

Same as psionics above, except

Race: Halfling, dwarf, or gnome.

Armor: Speed 20 ft.

Weapons: Sling (1d4, crit x2, 50 ft, 0 lb, Small, Bludgeoning) instead of light crossbow.

Gear: Pouch with 10 sling stones instead of case with 10 crossbow bolts.

New Skills

Harness Subconscious (Wis; Trained Only; Psionicist Only)

You are capable of drawing on inner mental strength normally tapped only by the subconscious mind.

Check: You can temporarily boost the number of PSPs you possess using this skill. In order to do so, you must spend 48 consecutive hours focusing your mind on gathering mental energies from the subconscious mind. At the end of this period, you make a Harness Subconscious check (DC 20). If successful, you boost your PSP total by 20%, rounded up, for either 72 hours or until the bonus PSPs are used ... whichever comes first.

During the 72 hour period, you cannot regain any PSPs if your PSP pool is above it's normal maximum.

At the end of the 72 hour period, regardless of how many PSPs you spent during that time, you lose as many PSPs as you gained (without dropping you below 0).

Retry: Yes, after another 48 hour focus period.

Special: Even if a psionicist has the Rejuvenation skill, he cannot regain PSPs if his PSP pool is above his normal maximum.

Meditative Focus (Wis; Trained Only; Psionicist Only)

You can focus your mind into one discipline, causing all powers within that discipline to receive a boost in your Mental Attack Bonus checks; powers from other disciplines receive penalties instead.

Check: You must focus your mind on the desired discipline for 12 consecutive hours, during which time you recover PSPs normally. At the end of this period, you must make a successful Meditative Focus roll (DC 20). If successful, you gain a +2 bonus to your Mental Attack Bonus checks involving powers in the chosen discipline for the next 24 hours or until your PSP pool drops to 0, whichever comes first. During the same period, all other Mental Attack Bonus checks (save for psionic combat) are at a -1 penalty. Psionic combat is unaffected.

Retry: Yes, after another 12 hour focus period.

Special: A psionicist with Psioncraft under Meditative Focus gains a +2 to all Psioncraft checks which involve powers of the focused discipline for the 24 hour period the focus is in effect. However, all other Psioncraft checks suffer a -1 check during that same period.

Psioncraft (Int; Trained Only)

You are fully attuned to the mental forces within the universe. You can sense when someone is using a psionic power or whenever an item is psionic in nature. On top of that, your skill in recognizing mental powers transcends many others' understanding.

Check: You can identify psionic powers and effects.

You can recognize a psionic power being activated (power's DC + 5). You can recognize a psionic power already in use if you can detect it (power's DC + 10). You can recognize a psionic attack or defense feat as it is being executed, which allows you to choose the best counter feat if available (15 + psionicist's level). You can understand strange or unique psionic powers and effects, such as the powers and abilities of a thought eater or an illithid elder-brain (30 or greater).

Retry: No.

Special: A psionicist with Psioncraft under Meditative Focus gains a +2 to all Psioncraft checks which involve powers of the focused discipline for the 24 hour period the focus is in effect. However, all other Psioncraft checks suffer a -1 check during that same period.

Rejuvenation (Wis; Trained Only; Psionicist Only)

You know how to focus your mind into a restful, meditative trance that allows you to replenish your mental energies at a much faster rate than normal.

Check: You can gain PSPs much faster than normal if you can enter a special, meditative trance. To do so, you must make a Rejuvenation check (DC 15) every hour you wish to remain in the trance, which resembles a deep sleep. Each hour you are successful, you regain one-quarter of your normal pool total instead of the usual one-eighth. You can't expend PSPs while in this trance.

Retry: No; you can only check once per hour.

Special: none.

New Feats

Discipline Focus [Special]

Choose a psionic discipline, such as Telepathy. Your psionic powers of that discipline are easier for you to activate than normal.

Prerequisite: At least one science and one devotion within the chosen discipline.

Benefit: You add +2 to all Mental Attack rolls you make to activate powers within your chosen discipline.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different discipline.

Improved Mental Armor [General]

Normally, a person's Mental Armor Class is set by how strong their mind is (going off of Wisdom and Intelligence). Your mind is further strengthened through arduous training, so that it's even harder to break through.

Prerequisite: None.

Benefit: You add +2 to your Mental Armor Class.

Special: You can gain this feat multiple times. Its effects stack.

Mental Attack Focus [Special]

Your skill to attack with your psionic potential is even more honed than most psionicists of your skill level.

Prerequisite: At least one Psionic Attack Feat.

Benefit: You add +2 to all Mental Attack rolls you make to use your Psionic Attack Feats. This bonus cannot be used for any other purpose.

Special: You can not gain this feat multiple times.

