

Wild Talents – Dark Sun 3rd Edition

Powers

Roll on the following table:

01-16	Clairsentience
17-32	Metacreativity
33-49	Psychokinesis
50-66	Psychometaboloism
67-82	Psychoportation
83-96	Telepathy
97-98	Roll twice again ignoring rolls 97-00
99	Roll again ignoring rolls 97-00 and choose one first level power
00	Roll again ignoring rolls 97-00 and choose one first level power and one zero level power

Unless otherwise stated, choose one 0th level power from the psion power list of the appropriate discipline.

A wild talent's level is used for determining manifest level.

Power Points

Wild talents gain one power point per level, including first, with no bonus for high attributes.

Combat Modes

Wild talents are allowed to choose one combat mode. They may choose either an attack or a defense mode, and may choose from any of the available combat modes. A wild talent does not gain any extra power points, so a low-level wild talent may be unable to use their chosen attack or defense mode.

Skills

Wild talents do not gain any extra access to psion or psychic warrior skills.

Feats

Wild talents may select the following psionic-related feats Body Fuel (do not need Talented), Delay Power, Disarm Mind, Enlarge Power, Extend Power, Greater Power Penetration, Heighten Power, Hide Power, Inner Strength, Maximize Power, Mental Adversary, Mind Trap, Persistent Power, Power Penetration, Psychic Bastion, Quicken Power, and Trigger Power (do not need Talented). Unless otherwise stated, a wild talent must adhere to the requirements of the feat.