

Psionic Powers

Psionic powers are abilities that impart great and broad power, but are far more focused than the magic wielded by that of Arcanists. Mentalists may have far more control over one or two areas of power, but will never have the diversity of effects available to them that their more traditional magic-using counterparts have. Even still, psionics is a gateway to vast power that creates suspicion and jealousy in more traditional magic users.

Many games use psionics as not much more than another form of magic; psionic power accomplishes many of the same things that magic does, is broken down into spell-like lists of effects, and Mentalists resemble little more than Arcanists or magi with a different flavor. Worse, systems that do this fail to present psychic powers that ring true of those we read about in many science fiction novels, and those that fall into the realm of what we grudgingly (and for lack of a better term) call “believability.” We’ve all heard of clairvoyance, of E.S.P., of telekinesis, even of pyrokinesis. Outside of systems that are trying to do little more than simulate a different kind of magic, whoever heard of psychic teleportation, or psychic time travel? This system attempts to present a psychic powers system that not only is very different from magic, but that remains in the realm of “familiar” insofar as what psychic power is and what it can do.

Using Psionic Powers

Psionic powers work off of an attribute check using the Psionics skill. Unlike most other skills in the rules set, Psionics is not tied to a specific ability score, but is combined with Intelligence, Wisdom or Charisma, based upon the power in question. Wisdom-based psionic powers are the most commonly encountered ones, though Mentalists exhibit a range of powers dedicated across their mental attributes. Unless otherwise noted, any psychic powers that can be used on others have a range of “line of sight.”

The basic DC for a psionic power is 13 for a Basic power, and 15 for an Advanced power.

Each psionic power represents a broad range of potential effects. *Pyrokinesis*, for example, can do a lot of different things with fire. Since the range of effects possible with many psionic powers is broad and varied, GMs and players are encouraged to invent new effects and manifestations of their powers, using those listed as examples.

The final DC to use these effects, as well as whether the power is activated by a simple Attribute check or a Psychic attack roll (see below) is always at the discretion of the GM. More complex effects may see a higher DC than basic applications of a power, though mimicking the effects of a spell usually carries a DC equal to the base DC of the power, plus 1 per level of the spell being mimicked (see “Psionics and Magic,” below). This can act as a solid guideline for the GM to set the DC of an unique application of a power—roughly what spell level does it match in terms of raw power?

Psychic Backlash

Any time a mentalist attempts to use an ability beyond their current expertise, there is a chance of suffering psychic backlash, a sort of burnout for pushing their limits. If at any time a mentalist fails her roll to activate a psionic power, she loses access to that power until she completes a short rest. If, on the other hand, she rolls a natural 1, she instead suffers 1d4 points of psychic damage if the power is a Basic power, and 1d6 if it is an Advanced power, and may not access that particular ability until completing a long rest.

For Example: Clara, a third-level mentalist with 18 Wisdom, attempts to activate her *pyrokinesis* power to mimic a fireball spell as cast at third level effectiveness. The DC for this use of the power is set at 16 by the GM. She makes a Wisdom (Psionics) check (*pyrokinesis* is a Wisdom-associated ability) and gets a final total of only 11. The power fizzles, and Clara cannot use *pyrokinesis* until she finishes a short rest.

If Clara had rolled a natural “1” on her check, regardless of the final result of the check, she would not only lose access to the ability until she completes a long rest, but she would also suffer 1d4 points of psychic damage. This means that psychics must consider very carefully their choice of effects when calling upon their abilities.

In addition, certain psychic powers may rebound upon the mentalist if the roll to use them is failed. *Pyrokinesis*, for example, is particularly dangerous to a mentalist, for fire is hard to control. Likewise, *biokinetic harm* can sometimes rebound if the psychic attempts particularly powerful or deadly uses of this power. This is because pushing psychic powers too far takes a toll on the mentalist, who must carefully weigh her power against the consequences of its use. A psychic may have the ability to induce a heart attack with *biokinetic harm*, for example, but attempting that level of biokinetic manipulation could result in the psychic themselves suffering an embolism that ends their own life!

Psionics and Magic

In general, psionics and magic should be distinct and separate, but there are inevitably areas where the two will overlap (in the example above, pyrokinesis is used to create flame effects similar to Fireball.) In some cases—the aforementioned pyrokinesis in particular, spell effects will often be used to mimic or to model what a player wishes to accomplish with their abilities.

In general, a power that mimics an existing spell increases the power’s DC by the level of the spell being attempted. The power’s effect then functions identically to the spell it is mimicking.

Since Fireball is at its basis a third level spell, and pyrokinesis is a basic psionic power, the total DC to create a Fireball with psionics would be DC 16 (base DC of 13 for a basic power, plus 3 for a third-level spell effect). If the psychic wanted to cast it as though using a fifth level spell slot, the DC would then be 18.

Psychic Attack Rolls

In some cases, usually when a psychic power causes direct, physical harm to an opponent (such as hurling an object with Telekinesis, or using Pyrokinesis to cast a *fire bolt* against a living

opponent) a power will indicate the necessity for a psychic attack roll. In this case, two rolls may be necessary. If the ability in question is a Wisdom-based power, the psychic will simply make a psionic attack roll using their psionic attack modifier (see the Mentalist character class in Chapter 1). If the power uses any other ability score, the psychic must first make a standard attribute check to activate the power, and then make a psionic attack roll to strike the target.

AC vs. Psychic Attacks

The AC of the target of a psionic attack, for attacks that create physical effects, such as telekinetic attacks, is standard, unless the effect mimics a spell, in which case the effect is subject to the same restrictions as the spell it is mimicking (*fireball*, for example, doesn't require a roll vs. AC to activate; it goes off based on the spell CL and is then subject to the same restrictions and effects as the spell, and in fact wouldn't require a psychic attack roll; *fire bolt*, on the other hand, does require a psionic attack roll which substitutes for the activation check).

For effects such as Biokinetic Harm, which deals damage by manipulating the victim's biological processes, AC is determined by adding the victim's Wisdom saving throw bonus to 10 (essentially, this is a Passive Wisdom Save); physical armor bonuses do not apply. As always, the GM is the final arbiter of the target's AC.

Resisting Psionic Powers

In most cases, an unwilling victim of a psychic power resists with a Wisdom-based saving throw against your psionic save DC. In cases where a psionic power mimics a magic spell effect, the power (once successfully activated via the appropriate Attribute check or Psychic Attack Roll) is subject to the same restrictions, limitations, and resistances as the spell, including associated saving throws.

Basic Psionic Powers

Listed below are descriptions of the Basic Psionic Powers. These abilities have no prerequisite, and a psionic character can select them any time a new power is available.

Biokinetic Healing (Cha)

Biokinetic healing allows a psychic, with a successful Charisma check, to heal injury or disease in another. So long as the patient is conscious and mobile (i.e. hit points are still above zero) this Charisma check is a standard Attribute check. The amount of damage that may be healed by this ability is 1d4 per every 2 Mentalist levels.

For patients who have been reduced below zero hit points, two Charisma checks must be made; the first stabilizes the patient, and the DC for this check is increased by 2 for each Death Save the patient has failed. Thus, if the patient is currently at 0 hit points and failed 2 Death Saves, the Charisma check to stabilize is at DC 17 (base 13, plus 4 for the two failed saves).

The second is a standard Charisma (Psionics) that restores hit points as standard. Once a patient is stabilized, no further stabilization checks need be made to heal additional hit points; all checks heal hit points as standard.

In addition, this ability can restore 1d4 points of attribute damage if the psychic makes a Charisma check; in this case, the DC is increased by the amount of attribute damage suffered; if a patient has suffered 4 points of attribute damage, the Charisma check to attempt to restore is at DC 17 (Base 13 plus 4 for damage).

Finally, Biokinetic Healing can cure diseases and purge the body of poisons in the same manner as the *Cure Disease* and *Remove Poison* spells, though the psionic version requires a Charisma (Psionics) check as though mimicking the effects of the spell (see “Psionics and Magic,” above).

This ability requires a “laying on of hands”; in other words, the psychic must touch the patient to be healed. Note that Biokinetic healing only works on others, not on the psychic.

Clairaudience (Int)

Clairaudience is an ability that allows the psychic to hear things far away. Unlike most psychic powers, this ability and its cousin, clairvoyance, are designed to transcend normal senses and step outside of “line of sight.” To use this ability, the psychic must know exactly where his target is, or be intimately familiar with the target (family member, lover, very close friend, etc.), or must have some personal item of the target’s to use as a psychic focus.

This ability is focused upon a living creature, not upon a place, unless used in conjunction with a successful Clairvoyance attempt (see below). Using this ability requires an Intelligence (Psionics) check with a DC equal to 13 plus 1 per 5 miles of the target. If successful, the psychic can hear as though she were in the room with the subject.

Clairvoyance (Int)

Also known as “remote viewing,” clairvoyance allows the psychic to see people, places, and things far from his current location. The DC to use this ability is the same as Clairaudience (see above) but Clairvoyance may be focused upon a location or object as well as a person; the rules of familiarity still apply just as with Clairaudience, however. If a psychic makes a successful clairvoyance roll, he may use any psychic powers he possesses as though his target were in direct line of sight (including clairaudience, which requires only a basic DC 13 Intelligence (Psionics) check to activate in this case).

Clairvoyance has another use as well, however; the psychic can use it to gain visions of the future. This ability works exactly as a *Divination* or *Commune* spell, but the answers come from within the Arcanist, and require an Intelligence check to activate; simulating a *Divination* spell is DC 17; simulating a *Commune* spell is DC 18.

Combat Awareness (Int)

In many ways, Combat Awareness is an extension of the psychic’s basic psionic insight, but geared specifically towards the dangers involved in battle. Activating the ability requires an Intelligence (Psionics) check. While this power is active, the psychic uses their psionic attack bonus instead of any normal proficiency and ability score bonuses during combat, for the purposes of attack and defense only.

Put succinctly, instead of adding Strength or Dexterity and Proficiency bonus to attack rolls, the mentalist adds their psionic attack bonus. When determining damage, the mentalist deals damage equal to the weapon's damage plus their highest mental ability score bonus. When calculating Armor Class, the psionist adds their full psionic attack bonus, plus any armor bonus to 10.

This ability does not affect skill checks, ability checks, or saving throws. Once activated, this power lasts for up to 1 minute, so long as the Mentalist maintains concentration.

Finally, any time a Hooligan attempts to Back Attack or Sneak Attack the psychic while this power is active, the psychic may make a Wisdom Saving Throw against the Hooligan's attack roll; if the psychic wins, he is not caught off guard and is thus immune to the extra damage from the Sneak Attack (but may still be struck as a regular attack, if the Hooligan's attack is otherwise successful).

Empathic Transmission (Cha)

Empathic Transmission lets you project an emotion at an opponent and cause them to feel it. For example, you could cause someone to feel afraid or hopeless, giving you an advantage in combat; alternately, you could cause that suspicious police officer to suddenly sympathize with your plight.

Use of this ability requires a full round; it cannot be used while the psychic engages in combat, as it requires focused concentration. Once successfully invoked, the power lasts as long as the psychic concentrates on the victim, who resists with a Wisdom Save.

Emotions that can be invoked with this power are generally divided into the groupings of Easy, Medium, and Hard. Unless otherwise noted, easy emotions have a DC 13 to invoke; medium emotions have a DC 15, and hard emotions have a DC 18. Some possible emotions are listed below; others may be devised by the player or GM as the game goes on. Alternately, the psychic can evoke spell effects (one such effect, *confusion*, is listed below).

Note that the GM should always roll uses of this power in secret; unless he possesses the Empathy power (see below) the psychic has no way of knowing if he was successful in the use of this power until he observes the target's behavior.

Easy Emotions:

Suspicion: the target's attitude is worsened by one step.

Good Will: the target's attitude is improved by one step.

Trepidation: the target is shaken, suffering a disadvantage on attack rolls, damage rolls, and saving throws.

Medium Emotions:

Amiability: the target's attitude is improved by two steps.

Discord: the target's attitude is worsened by two steps.

Fright: the target is frightened, fleeing as well as it can. If unable to flee, the target will attempt to flee at the first opportunity.

Love/Lust: the target is charmed.

Rage: The target enters a blind rage and attacks the nearest creature immediately.

Weariness: the target feels fatigued, suffering 1 level of exhaustion.

Hard Emotions:

Antipathy/Sympathy: per the spell.

Confusion: The target is affected as per the *confusion* spell. This effect is DC 19.

Hopelessness: The target loses all hope and submits to simple demands from opponents, such as to surrender or get out. If no foes are present to make demands, there is a 25% chance that the hopeless creature is incapacitated with despair. If the creature remains free to act, there is a 25% chance that it retreats at normal speed.

Nausea: The target is unable to attack, cast spells, concentrate, or do anything else requiring attention or concentration. The target can do nothing on his turn except move at standard speed.

Panic: The target becomes panicked and suffers a -2 morale penalty on all attack rolls, damage rolls, and saving throws, and must flee at the first opportunity. If cornered, the victim will simply cower. Generally, panic involves crying, screaming, begging, and other noisy factors.

Empathy (Cha)

Empathy allows you to detect the emotional state of a single creature, gaining insight into the target's mood and attitude. To perform this ability, you must spend an entire round concentrating on the target and make a Charisma (Psionics) Check. The target can resist with a Wisdom saving throw. If the roll succeeds, you receive a general description of the target's emotional state. This ability grants the user advantage on all attempts to bluff, intimidate, persuade, or otherwise non-psychically influence the target (this bonus does not apply to the use of Empathic Transmission.)

Mental Stun (Cha)

By activating this ability and then making a psychic attack roll, the character fires a blast of psychic energy at his opponent, causing nonlethal damage and potentially stunning his opponent. This ability deals 1d4 points of psychic damage and requires the opponent to make a Wisdom saving throw or be stunned and incapacitated for 1d4 rounds. Victims incapacitated in this manner may attempt a new Wisdom save at the end of each of their turns, ending the effect on themselves with a success.

Repeated uses of this ability against the same victim deal additional damage and increase the amount of time the victim remains incapacitated. Victims incapacitated in this manner may attempt a new Wisdom save at the end of each of their turns, ending the effect on themselves with a success.

Mesmerism (Cha)

Mesmerism requires a Charisma (Psionics) check resisted by the target's Wisdom Save. If successful, the psychic can create the effect of any of the following spells: *Command* (DC 14), *Sleep* (DC 14 and affects one creature only, but is not restricted by HD), *Suggestion* (DC 15), *Hypnotic Pattern* (DC 16), or *Compulsion* (DC 17). Other spells and effects may be possible at the GM's discretion within the overall umbrella of mesmerism; the psychic must declare which

effect they are trying to invoke before using this power, and GMs should take care to maintain a difference between Mesmerism and Empathic Transmission in terms of what each can accomplish.

Metabolic Control (Wis)

The basic use of Metabolic Control works in an identical fashion to Biokinetic Heal but works on the psychic rather than on another.

A secondary, albeit just as important, use of this power is the classic “mind over matter.” Any time a character with Metabolic Control is required to make a Constitution Saving Throw, they may as a reaction activate Metabolic Control with a Wisdom (Psionics) check. If successful, they gain advantage on the Constitution save.

Obfuscation (Cha)

Obfuscation is an ability that allows a psychic to move undetected, even when in plain sight or in the middle of a crowd. The psychic makes a Charisma (psionics) check to activate the ability; any who might spot the psychic may attempt a Wisdom saving throw to resist the effect.

While this ability is active, the psychic is able to move completely undetected unless she does something to give herself away (such as attacking an opponent, moving an object in plain sight, etc.)

Note that this power does not actually render targets invisible; it just telepathically convinces anyone looking at the target that it isn't, in fact, there. Thus, the target still may cast a shadow on a sunny day, giving it away.

On the other hand, since this invisibility is based on a form of mind control, successfully obfuscated Mentalists may be invisible even to abilities that normally allow one to see the invisible. In addition, the power is selective; the psionic can choose, for example, to allow her allies to see her while her enemies cannot.

Pass Unnoticed. An alternate use of this power simply allows the psychic to pass unnoticed, rather than unseen; that is, people will remember *someone* having passed by, but will be completely unable to remember anything about them. The system for doing so is the same as for passing unseen. It does not, however, work against electronic surveillance.

Obfuscation in Combat. It is possible to use this ability in combat; in this case the power works similarly to the *invisibility* spell, including the psychic revealing themselves if they engage in hostile actions as per the spell. After revealing themselves in such a manner, the psychic must use an action to attempt to re-activate Obfuscation.

As with other psionic powers, the psychic can attempt to mimic *greater invisibility* with this power, but this carries a DC 17 to activate.

Obfuscating Another. It is also possible to obfuscate another, but doing so increases the DC by 2, for a total DC of 15. In addition, the recipient must remain within sight of the psychic (who can always see through their own obfuscation). Attempting to obfuscate multiple targets is possible, finally, but increases the DC by 2 per additional person beyond the first. Thus, if the psychic wanted to obfuscate herself and two others, the DC would increase by 4, for a total of 17 (13 for the psychic, and 2 each for the additional two). If the psychic wished to obfuscate three people, none of which were her, she would need to make a DC 19 check (15 for the first, plus 2 each for the additional targets).

Obfuscating an Object. Obfuscating an inanimate object of up to human size is possible as a basic use of this ability. Each additional object (or each additional multiple of roughly human size, or portion thereof) increases the DC by 1. Such objects need not remain within the psychic's line of sight to remain obfuscated, but the psychic must maintain concentration to continue to obfuscate them (see below).

All uses of obfuscation require concentration to maintain, and if the psychic loses concentration, all obscured targets are visible.

Psychic Defense (Wis)

Psychic Defense is a powerful psionic ability that builds a mental wall up to protect the psychic's mind and emotions from intrusion. The psychic may choose to substitute a Wisdom (Psionics) check to activate this power for any attribute saving throw that would normally require Intelligence, Charisma, or Wisdom. Note this ability only works for saving throws, not for other kinds of attribute checks. This ability stacks with the standard Mental Resistance ability granted by the Mentalist character class.

Psychometry (Int)

Psychometry is also often known as Object Reading. This ability allows a psionic to detect properties, history, and abilities (if any) of any inanimate, nonliving object she touches. In a fantasy game, its most common use is to mimic the first-level spell *identify*, requiring a DC 14 check as standard for mimicking a first-level spell (Base 13 + 1).

Another use of psychometry is to discover secrets about an item's past. With a successful activation of the power, the Mentalist can divine where the item has been, the ways in which it has used, or even facts about its previous owners. The DC for this test increases by 1 per five years in the past the Mentalist attempts to look. Thus, attempting to divine information about someone who owned the object a century ago must make a DC 33 check. Each successful psychometry check will divine 1d4 pieces of information about the item's past or about a past owner.

Pyrokinesis (Wis)

Pyrokinesis is the destructive ability to control heat and fire. The DC to use this ability depends upon the effect the Mentalist is trying to generate. The effects of any fire-based arcane magical spell can be duplicated by this ability; the DC of these effects is standard; to mimic Burning Hands, a first-level spell, the DC is 14. Mimicking Fireball, a third-level spell, has a DC of 16.

Controlling fire in other ways is also possible. Simple effects, such as creating a spark to ignite kindling for a campfire in dry conditions, or lighting a lamp or pipe, have a base DC 13. Moderately difficult effects (the kindling is soaked; a small bonfire needs to be stanchied) have a DC 16. More difficult effects can have a DC of anywhere from 20 (engulfing a carriage in flames) to 50 (engulfing an entire building in flames) or greater, at the GM's discretion.

This power is as dangerous to the Mentalist as it is to the target. Any time a Mentalist fails a roll to activate a power, the ability turns back upon him, dealing 1d6 damage per DC of the attempt above 13 (DC 13 effects deal no damage; the backlash just causes a minor, small, but painful burn). The Mentalist may make a Constitution save against their own psionic save DC for half damage.

Spirit Medium (Wis)

Spirit mediums possess the ability to sense, see, and communicate with the spirits of the dead. Mediums are also called spiritualists. This ability can present challenges to many games—after all, if a character can speak to the dead, they can instantly solve murders. To that end, it's suggested that Game Masters set certain restrictions on its use, these based on the laws of nature (or supernature, as the case may be).

Rule the first. The dead are forbidden from speaking about the afterlife. Any information a spirit attempts to provide about what lies beyond death comes out as garbled nonsense.

Rule the second. The dead cannot remember anything that happened for at least an hour leading up to their death, and the process of becoming a conscious spirit always takes long enough that the dead person is well established at the morgue or in the ground before they realize they are separate from their body. While they may have vague impressions about what happened to them before death, they won't be able to provide concrete answers. They may, however, be able to provide clues based on these impressions that can lead investigators to help them find the cause of their own death.

As with other psychic powers, this ability can be used to mimic a broad range of spell effects, with the DC of the Wisdom Check equal to the spell level of the effect. Detecting the presence of spirits is a basic check. Seeing spirits increases the DC by 1 and communicating with them, increases the DC by 2.

However, spirit medium abilities are strictly limited to sensing and communicating with the dead; they may not summon, command, channel or control the dead; this is the purview of the advanced Necromancy power. The extent of their control over a spirit should be limited to forcing the spirit to answer questions put to it by allowing the spirit a Wisdom saving throw to resist.

The danger of mediumship is that a failed roll not only results in psychic burn, it potentially (at the GM's discretion) opens the medium up to possession, assault, or other unpleasantness by the spirit in question.

Telekinesis (Int)

Telekinesis, as most everyone knows, is the ability to move objects with the mind. The basic functionality of TK is one of the simpler psionic manifestations. The Mentalist makes a standard Intelligence (Psionics) check; the result is his telekinetic strength, functioning exactly as though it were the character's Strength attribute for purposes of using his Telekinesis. Thus, a character who rolls Intelligence (Psionics) and achieves a result of 15 can with his TK move any object that could be moved by a character with a strength of 15. It is possible for a character to use Telekinesis to wield a weapon in combat; however, use of this ability requires maintaining concentration.

Telepathic Communication (Int)

This ability allows the Mentalist to send messages via telepathy. It does not allow the reception of return messages. Sending a message requires nothing more than an Intelligence (Psionics) check; unwilling recipients resist with a Wisdom save. Sending thoughts to multiple subjects increases the DC by 1 per mind after the first, and is not discretionary; all linked minds will hear all thoughts transmitted by the psychic. Maintaining this power requires concentration.

Telepathic Probe (Wis)

Telepathic Probe is, quite simply, mind reading. It is this ability, in conjunction with Telepathic Communication, that allows a Mentalist to conduct two-way psychic conversations; using this ability to receive thoughts projected from friends requires a Wisdom (Psionics) check with a DC 13 plus 1 per willing mind after the first (opening communication with 4 people requires a DC 16 check), and requires concentration to maintain.

It is also possible to read unwilling or unsuspecting minds with this power, though this is a bit more difficult. Gleaning immediate surface thoughts are the easiest; this requires a Wisdom (Psionics) check, with unwilling targets permitted a Wisdom saving throw.

Attempting to go deeper is more difficult; attempting to read the mind of a target in order to learn secrets grants the target a saving throw at advantage. Going even deeper, to probe for the roots of phobias, childhood trauma, or similarly blocked memories might impose disadvantage on the Wisdom (Psionics) check to read the target, as well as granting advantage on the save. At the GM's discretion, digging that deeply could also carry other consequences such as exhaustion, psychic damage, incapacitation or other effects.

Advanced Psionic Powers

The abilities below may not be selected before the Mentalist reaches ninth level. In addition, each ability has prerequisite powers that must first be possessed before the advanced version is selected.

Biokinetic Harm (Cha)

Prerequisites: Mental Stun, Biokinetic Heal

Biokinetic Harm is, quite simply, the ability to hurt someone through manipulating their body. Heart attacks, hemorrhages, lesions, contusions, all of these can be accomplished by the psychic with this brutal power. All uses of this ability are performed with a Charisma-based psychic attack roll against the target's psychic AC. A successful strike causes the victim to suffer 3d10 points of damage. This damage can be psychic or necrotic, at the discretion of the psychic. For each +1 added to the DC of the check, an additional 1d10 damage is dealt.

Another use of this power is to cause temporary ability damage to a victim, though this is more difficult. A psychic attack is made as above, but victims of this attack are entitled to a Wisdom saving throw at advantage, suffering no damage on a success. A successful attack reduces an attribute of the psychic's choosing by 1d4 points. Abilities reduced in this manner are restored after the victim completes a long rest.

More powerful effects may be possible; a psychic could, for example, attempt to mimic the effects of spells such as *contagion*, *divine word*, *power word* or *harm*, but the consequences of such uses are always at the discretion of the GM—a failed check on *contagion*, for example, could result in the psychic suffering the effects instead of the target.

Empathic Bond (Cha)

Prerequisites: Empathy, Empathic Transmission

This ability allows you to establish an empathic rapport between yourself and another thinking creature. Establishing this rapport requires ten minutes of total concentration from both the psychic and the recipient of the bond. At the end of ten minutes, the psychic makes a Charisma (Psionics) check. If successful, the bond is created for a duration of 2d4 + the psychic's Charisma modifier in hours and requires concentration to maintain. It has no maximum range; the shared bond can be felt across opposite ends of the world.

It is possible to create a bond with more than one person simultaneously; for each person after the first added, the DC increases by 1.

While the bond is in effect, the joined parties can sense each other's emotional state, and general direction towards one another, as well as perceive the general distance separating you (very near, far, hundreds of miles, thousands of miles, etc.).

It is also possible to establish a permanent rapport between two willing individuals. This requires a full day's concentration, a successful Charisma (Psionics) check, and the permanent sacrifice of 1 point of Charisma by both the psychic and the target.

Mind Control (Cha)

Prerequisites: Mesmerism, Empathic Transmission

By making a Charisma (Psionics) check at the appropriate DC, followed by a Psychic Attack Roll against the victim's psychic AC, the psionic can mimic the effects of the *dominate beast*

(DC 19), *dominate person* (DC 20), or *dominate monster* (DC 23) spells. Targets are permitted a saving throw as though being affected by the spell chosen.

Necromancy (Cha)

Prerequisite: Spirit Medium, Telepathic Probe

If being a Spirit Medium permits one to sense, see and communicate with the spirits of the dead, a true necromancer can actively summon and control such entities, whether benign or malign. The most common use of Necromancy is to perform a *séance*, wherein a deceased spirit is invited into the psychic's body to speak and act through them. It is worth noting that in most settings the term "necromancy" will carry distinct negative connotations, so most necromancers will refer to themselves as advanced mediums or channelers.

Actively channeling a spirit into one's body is a DC 18 effect, and if the spirit chooses not to depart at the end of the *séance*, the medium must succeed at a Charisma save to force the spirit out. The DC for this save is equal to $8 + \textit{spirit's charisma bonus} + \textit{spirit's proficiency bonus}$. If the spirit's Challenge Rating is higher than the mentalist's level, the save is made at disadvantage.

Summoning spirits (including incorporeal undead and angelic or demonic entities) is possible, with the DC equal to 10 plus the spirit's Challenge Rating. Goodly spirits of the dead that have already moved on to their final reward (or those spirits which have somehow been utterly destroyed or trapped) cannot be forcibly summoned; they are beyond the reach of the psychic to summon.

While a spirit is within the necromancer's body, and provided that the necromancer remains in control, they may access the spirit's knowledge, memories, and even potentially some of its abilities, including telekinesis and a range of other psychic powers. The specific abilities and knowledge available are at the discretion of the Game Master, but should include any supernatural powers the spirit possesses, according to its listing in the **Manual of Monsters**. If the spirit attempts to deny access to these abilities, it is entitled to a Wisdom save against the psychic's save DC to resist.

Other effects are possible at the discretion of the GM and player; use these as an example, and any similar spell effects as a baseline for determining check DC. As with spirit mediumship, the danger of necromancy is that a failed roll not only results in psychic burn as in the **Amazing Adventures** core rulebook, it potentially (at the GM's discretion) opens the medium up to possession, assault, or other unpleasantness by the spirit in question.

Exorcism. Exorcisms are possible by medium. For every ten minutes of ritual, the medium must make a psychic attack roll against the spirit's psychic AC. Success deals 3d10 damage to the

spirit. The spirit is entitled to a Wisdom saving throw. If it succeeds, it suffers half damage and the medium's Charisma score is reduced by 1d4 points. The psychic's Charisma is restored to normal after the medium completes a long rest. However, if the medium rests before driving the spirit out, it too recovers, requiring the entire process to start over. If the invading spirit reaches zero hit points, they are cast out of the body and dismissed to the realms of the dead. If the medium's Charisma is reduced to zero, they are utterly broken and will never break the possession.

Other effects are possible with this ability, including mimicking spells such as *dispel evil and good*, and *banishment*, though these generally only apply to spirits that have a corporeal form or can at least be seen—a possessing entity within the body of a victim, for example, cannot be banished, as the spirit itself cannot be seen.

Telepathic Bond (Wis)

Prerequisites: Telepathic Communication, Telepathic Probe

As Empathic Bond is with emotions, this ability is with thoughts. The requirements are identical, but all rolls are based on Wisdom, rather than Charisma, and as long as the characters are bound, they know everything there is to know about one another, including one's deepest, darkest secrets. This is an extremely personal ability, and most Mentalists only use it upon those they trust and care for the most. Characters bound by this ability are constantly and continually aware of what each other is thinking, no matter how far apart they are, so they generally know exactly what is going on with each other at any given time; however, without a shared empathic bond (see that power for details) they don't experience the emotions of one another.

Two characters bound in this manner can call upon the knowledge and experience of one another, allowing each other to mimic intuition-based class abilities possessed by either, though any class abilities not possessed by the user require an Intelligence check at disadvantage to use.

Magical and spell knowledge is never shared in this manner, however, as calling upon the spells of a friend would deplete that friend's reserves (use their spell slots) for the day and would still require the psychic to have access to the proper components (if any) and a deep understanding of the complex formulae involved in spellcasting; something a psionic doesn't possess, even with a telepathic bond.

In general, any skills or abilities that are based on physical attributes (Strength, Dexterity, or Constitution) are not transferred, as these require muscle memory as much as they do knowledge. Only non-magical skills and abilities based upon Intelligence, Wisdom, or Charisma can be shared.

For example, James is joined to his raider friend, Alex, who is not currently with the party. The party needs to attempt to track a bugbear through the wilderness. James can call upon Alex's Wisdom (Survival) ability, using his own Wisdom, but at disadvantage.

A secondary use of this ability is to establish full, 2-way Telepathic Communication, both transmitting and receiving messages with anyone they choose to include, within line of sight. A formal bond is not required to establish such communication; a Wisdom (Psionics) check at DC 15 plus one per mind after the first establishes the communication link, but maintaining it does require concentration. Such communication is also discretionary; any who are linked can send a message to one person within the communication web without others hearing it.

Telekinetic Defense (Int)

Prerequisites: Telekinesis, Psychic Defense

Telekinetic Defense allows the user to manipulate the kinetic energy in the air surrounding himself or another, to the end of making the target harder to hit in combat. In effect, he creates an area of mild chaos in the air surrounding his body, making weapons go astray as they target him. In game terms, the character declares the AC bonus he wishes to add to a target; the DC to activate this ability is equal to 15 plus double this bonus. The ability can be activated as a reaction, lasting for one round, or it can be maintained, requiring concentration.

Another use of this power, albeit a far more difficult one, is that of creating a telekinetic barrier. By making an Intelligence Check at CL 10, the psychic creates an immobile wall of force that covers up to a 10'x10' area, providing total cover from attacks coming from the direction of the wall from either side (it is in every way a literal wall of force). Any creatures attempting to move through the wall must make a Strength Check against the psychic's Save DC. Failure indicates they have been repulsed. This ability requires an action to enact, and concentration to maintain.

Telemagry (Cha)

Prerequisites: Obfuscation, Mesmerism

This ability, an advanced form of Obfuscation, allows the Mentalist to create illusions in the minds of her victims, so that she can appear as someone else, or fool the senses of the onlooker in another way. In this manner, the psychic can mimic the effects of the spell *Alter Self* or most other illusion spells. Alternately, she can choose to make the victim believe something that isn't quite true; i.e. a quarter is actually a dollar, or a napkin a \$50 bill. Doing so requires activating the power followed by a psychic attack roll.