

Psion

He had no idea as to why the warehouse door was wide open. He had even less knowledge as to where the crates had gone, although the splinters in his fingers and ache in his back suggested he had been lifting heavy things recently. But he could definitely remember speaking to the smiling face of that charming man. No, that woman. Erm... that... person...? Wait, why is the warehouse door wide open?

There are great powers in the world that cannot be fully understood or controlled. All psions have had first-hand experiences of these powers, be they arcane or divine. However, unlike mages and priests, the psion is unwilling to simply be a conduit of higher powers, finding that power can be found within their mind and not simply “borrowed” from other sources.

Becoming a Psion

The base classes from which a character can become a psion are mage and priest. When a character from either of these classes reaches a new level at any point between 4th and 10th, they can choose to give up their former life and become a psion.

As per all prestige classes, when a character chooses to follow the path of the psion, their currently known skill list is compared to the skill list of the psion. Any known skills that do not appear on the psion list or general list are lost and the XP cost is reimbursed to the character; these XP can be immediately spent on new skills from the psion skill list. From the point that a character becomes a psion, they can only purchase skills from the list in this document or from the general list in the main player’s manual.

Finally, any spells known by the mage or priest are lost and replaced with the same number of spells from the same circles of the psion spell list, allowing the initiate psion to shape their new spell book as they see fit. They can choose whether to be an offensive or defensive caster; the previous experience as a mage does not mean that the psion must take offensive spells and similarly a former priest need not take defensive and healing spells. However, when the first offensive (mind blast) or defensive (mind over matter) spell is chosen, the other spell (and higher circle variants of it) cannot be taken.

CLASS ABILITIES

Limited Weapon Use

The traditional weapon of choice of the psion is the humble staff; it provides support to both the physical and mental manifestations of the psion. Other than the staff, psions only wield short, sharp weapons such as knives and daggers.

Unarmoured Adventurer

Psions do not wear heavy armour; the ability to convey an unthreatening, approachable persona is somewhat limited if encased in leather or metal plates! As such, no armour other than cloth armour can be worn by a psion.

Master of Curses

Manipulating the mind to such a degree as to achieve physical effects is the pinnacle of the psion’s calling and this is exemplified by the use of curses, both in combat situations and through ritual magic. When a character becomes a psion, they receive a level of ritualism (if they are not already trained in ritualism) and the ritual required for the creation of curse power sources. For more information on the mechanism of curse creation, please refer to the Curses rules supplement.

Ritual Specialist

The manipulation of the mind is not vastly different to the way that ritual magic manipulates the world. As such, the psion is adept at all aspects of ritual magic and can add their psion level to any ritual they are leading or assisting.

LEVEL PROGRESSION

Whilst a character that chooses to become a psion may be up to a 10th level priest or mage, they start their career as a psion again at level 1. From that time onwards, future XP spent increase their psion level, as detailed below. The following table details the number of experience points needed to be spent to reach each level, along with any bonuses granted at each level.

Level	Experience Points	Bonus	Note
1	Starting points (minimum of 33)	Initiate psion; mage or priest skills are replaced with the relevant psion skills; spells are replaced with the same number of psionic spells	Any skills that do not appear in the psion or general skill lists are lost and the XP cost reimbursed
2	+ 9	+2 spell points (SP)	
3	+ 18	None	
4	+ 28	+2 spell points (SP)	
5	+ 39	May learn Master level skills	
6	+ 49	None	
7	+ 60	+2 spell points (SP)	
8	+ 72	Base hits increase to 2/1	If not already gained
9	+ 83	May learn Grand Master skills	
10	+ 95	None	
11	+ 107	+2 spell points (SP)	
12	+ 120	None	
13	+ 133	Can resist any 2 spells per day	
14	+ 146	None	
15	+ 159	+2 spell points (SP)	
16	+ 172	None	
17	+ 186	Base hits increase 2/2	
18	+ 200	None	
19	+ 214	+2 spell points (SP)	

CLASS SKILLS

The following table details the XP cost for each skill available to the psion. Only skills from this list and from the general skill list in the player's manual can be taken by a psion; any other skills must be unlearned and their XP cost be reimbursed. However, skills marked with an * are directly comparable to skills on the mage and priest skill lists and can replace those known skills on a like-for-like basis on the creation of a psion.

Skill	Apprentice	Expert	Master	Grand Master
Astral Projection	3	4	5	6
Cloth Armour Mastery	3	5	7	-
Create Scroll	4	5	6	7
Infinitely Forgettable	3	4	5	6
Mask of Many Faces	3	4	5	6

Master of Curses	3	4	5	6
Meditative Trance	4	5	6	7
Psionic Lore *	3	4	5	6
Psychic Power *	2	3	4	5
Psychic Power Advanced *	4	5	6	7
Read Scroll	3	4	5	6
Scroll Writing	3	4	5	6
Spell Potency	3	4	5	6
Spell Study	2	3	4	5
Staff Mastery	3	4	5	6
Strong Willed	3	4	5	6
Total Recall	4	5	6	7

Astral Projection

After meditating for 3 minutes, the psion can separate their mind from their body, allowing it to move freely (passing through walls if desired) for a period of time determined by their level of training. After this time, the mind is returned to the body. Be warned; if the mind is attacked whilst separated from the body, it could be irretrievably separated. Similarly, the body is left vulnerable whilst the mind is elsewhere. This skill can be used three times per day.

To signify the projection, the character must mark where their body is left and then move from it with their hand held above their head. The psion cannot interact with objects or individuals whilst projecting their mind. At the end of the separation period, the mind is immediately sent back to the body; the psion does not need to return within the separation period.

<i>Apprentice</i>	The mind is separated from the body for a maximum of 10 seconds
<i>Expert</i>	The mind is separated from the body for a maximum of 30 seconds
<i>Master</i>	The mind is separated from the body for a maximum of 60 seconds
<i>Grand Master</i>	The mind is separated from the body for a maximum of 120 seconds

Cloth Armour Mastery

Through extensive training, the psion can make the most effective use of the limited armour available to them.

In order to resist a blow, the psion must have seen the source of the blow.

Prerequisite is cloth armour use.

<i>Apprentice</i>	+1 hit on all locations covered by cloth armour; this bonus is lost if the armour covering a particular location is removed, either intentionally or at the end of a combat encounter in which the armour was destroyed.
<i>Expert</i>	Can resist a common called blow that strikes a cloth-armoured location, taking 1 point of damage instead of the effect of the blow, once per day (call "resist" to signify this)
<i>Master</i>	Can resist a common called blow that strikes a cloth-armoured location, taking 1 point of damage instead of the effect of the blow, twice per day (call "resist" to signify this)

Create Scroll

This skill allows the psion to create scrolls from spells held within their spell book.

Only one scroll can be created by a psion at an event; the maximum circle of that scroll is dictated by their skill. Creating a scroll requires the spending of SP equal to the circle of the spell.

Prerequisites are Scroll Writing and Read Scroll to the same level of expertise.

<i>Apprentice</i>	May write a 1 st circle scroll once per event
<i>Expert</i>	May write a scroll of up to 3 rd circle once per event
<i>Master</i>	May write a scroll of up to 5 th circle once per event
<i>Grand Master</i>	May write a scroll of any circle once per event

Infinitely Forgettable

The psion can warp the perception of intelligent creatures in such a way as to effectively become invisible to them.

This skill does not work on undead creatures or constructs (e.g. golems). Interacting with objects or attacking targets in the line of sight of intelligent creatures will break the effect. This skill can be used three times per day.

<i>Apprentice</i>	Can move as if invisible (hand held above head) for a maximum of 10 seconds
<i>Expert</i>	Can move as if invisible (hand held above head) for a maximum of 30 seconds
<i>Master</i>	Can move as if invisible (hand held above head) for a maximum of 60 seconds
<i>Grand Master</i>	Can move as if invisible (hand held above head) for a maximum of 120 seconds

Mask of Many Faces

After meditating for 3 minutes, the psion can convincingly take on the appearance of another intelligent race for a period of time. When thus disguised, suggestion spells will have a greater effect on other members of that particular race. This skill can be used three times per day.

To signify the disguise, the character must apply suitable facepaint or a mask for the duration of the spell to signify its effect. The disguise can be seen through if the detect hidden skill is used against the psion.

<i>Apprentice</i>	The disguise can be maintained for a maximum of 3 minutes
<i>Expert</i>	The disguise can be maintained for a maximum of 5 minutes
<i>Master</i>	The disguise can be maintained for a maximum of 10 minutes
<i>Grand Master</i>	The disguise can be maintained for a maximum of 30 minutes

Master of Curses

The psion is adept at the creation of curses; as their skill and familiarity with curses increases, the psion gains access to more disruptive and deadly curses.

For more information on the mechanism of curse creation, please refer to the Curses system document.

<i>Apprentice</i>	Can cast known combat curses upon objects and individuals through ritual magic
<i>Expert</i>	Can cast object and situational curses through ritual magic
<i>Master</i>	Gives a permanent resistance to curses, similar to the “resist curse” spell
<i>Grand Master</i>	Cannot be the target of any curse other than situational curses; if targeted by a successful curse, the curse is transferred to the closest individual (at the discretion of the attending referee)

Meditative Trance

The psion can enter a meditative trance in order to refocus their mind and regain lost spell points.

The psion cannot regain more than their starting total of spell points. Once a trance has been entered, any disruption (physical or magical) will break the effect and no SP can be recovered. The trance must be conducted in an “in character” (IC) location; no “out of character” actions can be taken during the trance.

<i>Apprentice</i>	May recover 5 SP per day after 1 hour of meditation
<i>Expert</i>	May recover 10 SP per day after 1 hour of meditation
<i>Master</i>	May recover 15 SP per day after 1 hour of meditation
<i>Grand Master</i>	May recover 20 SP per day after 1 hour of meditation

Psionic Lore

This is the skill that allows a psion to tap into their mental abilities and cast spells.

Replaces Mage Lore or Priest Lore

<i>Apprentice</i>	May learn 1 st circle spells beyond their starting spells; may choose two additional 1 st circle spells
<i>Expert</i>	May learn up to 3 rd circle spells; may choose one 2 nd circle spell
<i>Master</i>	May learn up to 5 th circle spells; may choose one 3 rd circle spell
<i>Grand Master</i>	May learn all circles of spells; may choose one 4 th circle spell

Psychic Power

The basic necessity for the casting of any psionic spells.

Replaces Arcane Power (mage) or Divine Power (priest)

Apprentice	+5 spell points (SP)
Expert	+5 spell points (SP)
Master	+5 spell points (SP)
Grand Master	+5 spell points (SP)

Psychic Power Advanced

This gives the psion more power to cast more spells, more often.

Replaces Arcane Power Advanced (mage) or Divine Power Advanced (priest)

Prerequisite is Psychic Power at master level.

Apprentice	+5 spell points (SP)
Expert	+5 spell points (SP)
Master	+5 spell points (SP)
Grand Master	+5 spell points (SP)

Read Scroll

This allows the psion to read a scroll that they have found on their travels.

Any scroll can be read by a character with this skill; the only limitation is the circle of the spell, as dictated by the proficiency level in this skill.

Scrolls are cast by tearing them in half and calling "by the power of this scroll, spellcasting [spell name]"

Apprentice	1 st and 2 nd circle scrolls may be read
Expert	Up to 4 th circle scrolls may be read
Master	Up to 6 th circle scrolls may be read
Grand Master	All scrolls may be read

Scroll Writing

This allows the psion to transfer scrolls into their spell books.

Only scrolls of spells that appear in the spell list of a character can be written into their spell book; if the spell is not on their spell list, any attempt to write it to a character's spell book will immediately fail.

Attempting to write a scroll into a spell book will destroy the scroll, whether the attempt is successful or not.

Every player has a remote chance of successfully achieving this task; this is 10% for 1st & 2nd circle spells and lower for higher circle spells. A dice is rolled when this is attempted; if the player fails then the scroll is lost and not transferred into the book. If scroll writing with another psion, the level of the highest participant may be taken.

Apprentice	1 st and 2 nd circle spells 60%; 3 rd and 4 th circle spells 30%
Expert	1 st and 2 nd circle spells 95%; 3 rd and 4 th circle spells 60%; 5 th and 6 th circle spells 30%
Master	1 st and 2 nd circle spells 100%; 3 rd and 4 th circle spells 95%; 5 th and 6 th circle spells 60%
Grand Master	1 st to 4 th circle spells 100%, 5 th and 6 th circle spells 95%

Spell Potency

This allows the psion to study the ways that spells affect the minds of their targets. With greater knowledge it is possible for others not to be able to resist your spells. The caster must call 'irresistible' before the spell name.

Prerequisite is Spell Study to the same level of expertise.

Apprentice	One 1 st circle spell may be cast as irresistible once a day
Expert	One spell of up to 2 nd circle may be cast as irresistible once a day
Master	One spell of up to 3 rd circle spell may be cast as irresistible once a day
Grand Master	One spell of up to 4 th circle spell may be cast as irresistible once a day

Spell Study

This skill allows the psion to learn additional spells beyond those initially learnt.

<i>Apprentice</i>	Can choose an additional 1 st circle spell from the list; +1 SP
<i>Expert</i>	Can choose an additional 2 nd circle spell from the list; +2 SP
<i>Master</i>	Can choose an additional 3 rd circle spell from the list; +3 SP
<i>Grand Master</i>	Can choose an additional 4 th circle spell from the list; +4 SP

Staff Mastery

The traditional weapon of a psion is the humble staff. With this skill, the psion can use a staff to help focus their power, whilst also gaining several other surprising benefits.

<i>Apprentice</i>	Can channel spells with a touch component through the staff; +2 spell points (SP)
<i>Expert</i>	Can call “disarm” once per day when striking an arm holding an object or weapon; +2 spell points (SP)
<i>Master</i>	Can call “stagger” once per day when striking a leg; +2 spell points (SP)
<i>Grand Master</i>	When holding their staff, the psion cannot be staggered or knocked to the floor by any means (e.g. by a stagger spell or by an earthquake); +2 spell points (SP)

Strong Willed

The psion can resist the effects of psionic spells cast upon them, either directly or indirectly. This includes spells from the psion list that can be cast by other classes (e.g. fear).

<i>Apprentice</i>	Can resist 1 mind-affecting spell per day
<i>Expert</i>	Can resist 2 mind-affecting spells per day
<i>Master</i>	Can resist 3 mind-affecting spells per day
<i>Grand Master</i>	Can resist 4 mind-affecting spells per day

Total Recall

The psion searches through their memories for similar experiences in order to gain inspiration or a clue to a particular problem or situation they find themselves in.

When using this skill, the psion asks one question to the attending referee about the particular situation. The detail of the answer is down to the discretion of the referee, who will consider the level of skill mastery, the amount of detail in the question posed and any roleplay utilised in the formation of the question.

<i>Apprentice</i>	Can use this skill once per event.
<i>Expert</i>	Can use this skill up to twice per event.
<i>Master</i>	Can use this skill up to three times event.
<i>Grand Master</i>	Can use this skill up to four times per event.

SPELL List

The following table and list details the spells available to each psion.

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
Confuse	Command 1	Command 3	Command 5	Curse of paralysis	Dominate
Create focus	Curse of blindness	Conceal truth	Curse of polymorph	Mass fear	Phantasmal killer
Detect curse	Fear	Curse of silence	Discern truth	Physically educate	
Detect illusion	Forget	Mental block	Invoke fury	Precognition	
Detect lies	Identify curse	Mental shield	Remove curse		
Detect minds	Lend support	Mind blast 4	Terrorise		
Mind blast 1	Mind blast 2	Mind over matter 4			
Mind over matter 1	Mind over matter 2	Resist curse			
Pain	Resist fear				
Suggestion	Sleep				

A psion can either take the “mind blast” spells or the “mind over matter” spells; they cannot take both. When one of the spells is chosen, they can only take the same, higher level spells as they progress. In this way, a psion can either focus on causing damage or healing damage.

- Command 1** Target must obey the next 1 word command issued by the caster as closely as possible; the command cannot directly damage the target (e.g. "die" will not kill the target). As soon as the command is enacted, the effects of the spell dissipate.
- Command 3** Target must obey the next 3 word command issued by the caster as closely as possible; the command cannot directly damage the target (e.g. "stab your chest" will not work on a target, but "attack that troll" will work). As soon as the command is enacted, the effects of the spell dissipate.
- Command 5** Target must obey the next 5 word command issued by the caster as closely as possible; the command cannot directly damage the target (e.g. "go jump in the lava" will not work on a target, but "try jumping over the chasm" will work). As soon as the command is enacted, the effects of the spell dissipate.
- Conceal truth** For the next 5 minutes, any lies told by the caster will be believed by any that hear them.
- Confuse** The target is confused for 30 seconds; they cannot use skills or make sense when talking (or casting spells) during this time. Any physical or spell damage taken will immediately break this effect.
- Create focus** Changes an existing mundane object into the focus of the caster's power. This is the only spell that can be cast without a focus; a focus is required for casting all other spells. A character can only have one focus at a time.
- Curse of blindness** The target believes that they cannot see for 30 seconds. Damage does not break this effect.
- Curse of paralysis** The target believes they are paralysed and cannot move at all for 30 seconds. Damage does not break this effect.

Curse of polymorph	The target believes they have been turned into another creature (specified in the casting, e.g. "polymorph duck") for 30 seconds. Damage does not break this effect.
Curse of silence	The target believes that they cannot speak or make any noise (and therefore not cast any spells or make weapon calls) for 30 seconds. Damage does not break this effect.
Detect curse	Can detect whether an item is affected by a curse. No details of a curse can be determined, only its presence or absence.
Detect illusion	Caster can detect any illusions within a radius of 10'.
Detect lies	For the next 5 minutes, the caster can detect whether any lies are told within their presence (the attending referee will indicate any lies). This spell does not force the truth to be told in the presence of the caster.
Detect minds	Caster can detect any intelligent creatures within a radius of 10'. Any intelligent creatures in this radius must identify themselves with a "ding" or other noise, but not necessarily come out of hiding.
Discern truth	For the next 5 minutes, no lies can be told to the caster; any individual within 10' of the psion is compelled to speak truthfully. If a lie is told, it is highlighted to the caster by the attending referee; anyone that attempts to lie will be affected by a "pain" effect (as per the spell) until they tell the truth.
Dominate	The target's mind falls completely under the control of the caster; for the next 5 minutes, the target must obey the caster completely.
Fear	Target must run away from the caster for 30 seconds; it will be reluctant to return to the source of the fear spell for the next 5 minutes.
Forget	The target forgets everything that has happened to it, including conversations and combat, in the last 5 minutes.
Identify curse	Caster learns the nature of any curses affecting an object or person at a cost of 2 power points per effect. This spell cannot be used to identify the nature of a magical item.
Invoke fury	The touched target enters a berserk rage, as per the barbarian skill, for the next 30 seconds. During this time, the target treats everyone (friend and foe alike) as a potential target and will attack everything they can reach. The target ignores all physical damage (including broken bones and magical damage) until the spell dissipates and they take the effect of all blows taken. During the rage, the target can be targeted by and is susceptible to magical effects.
Lend support	The caster transfers vitality from themselves to the target, effectively healing the target whilst taking a share of the damage inflicted upon the target. Negative physical conditions (broken bones or poisons) can also be transferred; curse effects cannot be transferred.
Mass fear	All targets within a 90 degree cone in front of the caster (shown by the angle of the caster's arms) are affected by a fear spell (must run away for 30 seconds; reluctant to return for 5 minutes).
Mental block	The touched target can resist the effects of the next mind-affecting or psionic spell cast at it.
Mental shield	Provides two points of psionic armour to each location of the caster, akin to two temporary hit points per location. The armour dissipates at the end of the combat or encounter (at the discretion of the referee).
Mind blast 1	Does one point of ranged psionic damage to the head of the target, ignoring armour.
Mind blast 2	Does two points of ranged psionic damage to the head of the target, ignoring armour.
Mind blast 4	Does four points of ranged psionic damage to the head of the target, ignoring armour.
Mind over matter 1	Heals one point of damage taken by the touched location of the target.

Mind over matter 2	Heals two points of damage taken by the touched location of the target. If the touched location is healed fully, any excess points of healing spill into other damaged locations.
Mind over matter 4	Heals four points of damage taken by the touched location of the target. If the touched location is healed fully, any excess points of healing spill into other damaged locations.
Pain	The target writhes in imagined pain for 10 seconds; no damage is taken but the target cannot function normally during the duration of the spell.
Phantasmal killer	The target believes they are having a massive heart attack; the hit total on their chest is reduced to 0.
Physically educate	The touched target believes they have access to a skill they do not for 30 seconds. Either a known skill is advanced to the next level of mastery (e.g. expert to master) or an unknown skill becomes available at expert level. Any OPs or DPs required to use this skill are also granted for the duration of the spell.
Precognition	The caster can ignore (call "no effect") any weapon calls that would otherwise have struck them for the next 30 seconds.
Remove curse	One curse effect experienced by the target is removed.
Resist curse	The target can resist the negative effects of one curse for the next 30 minutes. This does not enable the target to release or remove a cursed object they are carrying.
Resist fear	Target can resist the next fear effect placed upon it, either through spells or environmental sources. Can also be used to remove the effects of a fear spell currently being experienced, allowing the target to return to the source of fear.
Sleep	Target falls to the floor asleep. Unless awoken by others, this effect lasts 5 minutes. For the first 10 seconds nothing can wake the target, including damage.
Suggestion	The caster attempts to put a thought or idea into the mind of the target by weaving this spell into conversation. Repeat castings reinforce the suggestion and increase the effectiveness of the spell.
Terrorise	Target is affected by a terror effect. This is similar to a fear effect (the target must run away from the caster for 30 seconds and will be reluctant to return to the source of the terror spell for the next 5 minutes) but significantly more potent; it cannot be negated by the "resist fear" spell or ability.