

# THE POWER OF THE MIND

## PSIONIC RULES FOR THE AGE SYSTEM

**Version 0.1**

**By**

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Original system design and development by Green Ronin, Inc.

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# INTRODUCTION

These rules for psionics were developed as part of an Eberon modification for *Dragon Age*, itself based largely on Josh Jarman's *Dragon Hack* modification. They have been extracted and presented here under separate cover in the hope that they prove useful to fans of the *Dragon Age* system.

Psionics have their place in Eberron—arguably more so than in most fantasy backgrounds—but the goal was not to derive a system where psionics form an alternative magic system. These psionics rules are used to enhance the powers of mages, rogues and warriors, not replace them. Of course, the psionic specializations (Psion, Soul Knife etc) have been based on the concepts in the *Pathfinder* classes. But the powers themselves were inspired largely by *Traveller*.

Some attempt has been made to scale the abilities of these powers to match the level of existing *Dragon Age* talents. However, they may prove unbalanced in play, and the GM should carefully consider their use in his campaign. GM permission should always be given for a character to take one of these talents.

## PSIONIC POWERS

Psionic powers are gained by taking an appropriate psionic talent. The psionic talents all have a similar structure. The Novice degree gives the character a lesser version of the headline psionic power (for example, the novice degree of Telepathy allows the character to detect minds and sense emotions). The Journeyman degree gives the nominal version of the power (e.g. true telepathic communication, in the case of Telepathy). The Master degree typically extends the power: for example, the Master degree of Telepathy allows the character to use his mind as a weapon.

The use of psionic powers often requires a successful test to 'cast': this is usually a Willpower test with the appropriate psionic focus, with the target number dependant on the what is trying to be accomplished. Using your mind to lift a key from a jailor's belt is easier than forcing open the iron cell door, for example. Typical TNs are given below in the **Psionic Constraints** table.

Some powers used against an enemy require winning an opposed roll. This is usually a Willpower test using the appropriate psionic focus, but non-psionic characters can always use WILLPOWER (SELF-DISCIPLINE) to defend instead.

## PSI-STRENGTH

Using a psionic power consumes mental energy. A character can only attempt to use his psionic powers a limited number of times per day. As a number of the psionic powers described here are quite powerful this limit (or *psi-strength*) can be calculated in a variety of ways, depending on how important a role the GM wants psionics to play in his campaign. The GM could also decide that a Novice degree power uses 1 "point" of psi-strength, a Journeyman power 2 points and a Master degree power 3 points. Some examples of what psi-strength could be equal to include:

- Willpower
- Willpower + Cunning
- Willpower +1 for each degree in a psionic talent
- Willpower + 1 for each Master level degree in a psionic talent

Attempting and failing to use a power also uses up a 'point' of psi-strength. Therefore a character could use up most of his psi-strength trying to achieve just one task if it was particularly difficult. Allocating more psi-strength therefore allows characters to succeed at difficult tasks more often. A character's available psi-strength will have a significant influence on how important psionics will be in the game.

PSIONIC CONSTRAINTS			
TN	DISTANCE	MASS	TIME
7	TOUCH	LESS THAN 1 LB	SECONDS
9	5 YARDS	1 – 10 LBS	MINUTES
11	30 YARDS	10 – 50 LBS	HOURS
13	500 YARDS	50 – 100 LBS	DAYS
15	1 MILE	100 – 500 LBS	MONTHS
17	10 MILES	500 – 1000 LBS	YEARS
19	100 MILES	1 – 5 TONS	DECADES
21	1000 MILES	5 – 10 TONS	CENTURIES
23	5000 MILES	10 – 50 TONS	MILLENNIA

A character regains 1 point of psi-strength for every hour of uninterrupted rest, sleep or meditation, starting 1 hour after he last used a psionic power. Extreme fatigue, illness, sleep deprivation etc. may slow down—or even halt—the recovery of psi-strength.

## PSIONIC CONSTRAINTS

The **Psionic Constraints** table lists typical Target Numbers for most psionic tests. The 'distance' column is used for the range at which you are trying to use to power. 'Mass' is applicable to the Telekinesis and Shaping talents. 'Time' is mainly used for the Master degree of Clairvoyance rather than duration of effect. Durations of psionic effects are typically either instantaneous or persist for a number of rounds equal to your Willpower.

Some powers may require a TN based on two or more constraints. The power should describe one of these as the base or primary constraint. For example, the primary constraint on Telekinesis is the mass of the object being lifted. A secondary constraint is the distance of the object from the character. For each secondary constraint, start at the first row in the table and count the number of rows it takes to get to the applicable value: each row adds +2 to the base Target Number.

For example, a character using Telekinesis to lift a 30 lb rock would have a TN of 11, as mass is the primary constraint for that power. This assumes that the range is 'touch'. Lifting the same rock from 30 yards away would have a TN of 15 (as the '30 yard' distance constraint is two rows below the 'touch' constraint). In another example, teleporting yourself requires a TN of 15 (as most characters weigh between 100 and 500 lbs). Teleporting yourself a distance of 1 mile would be a TN of 23 (15 + 8). At Journeyman level, teleporting both yourself and another character the same distance would be a TN of 31 (15 + 8 (for the distance) + 8 (assuming the passenger weighs the same as you)), as extra people count as additional constraints.

## FOCUSES

The following psionic focuses are available to characters:

### CUNNING FOCUSES

**PSIONIC LORE:** Knowing about psionic powers and their effects, but not being able to use them.

### WILLPOWER FOCUSES

**AURA PERCEPTION:** Discerning the abilities of others, and masking your own.

**CLAIRVOYANCE:** Perceiving events from far away in space or time.

**SELF AWARENESS:** Exercising fine controlling over your physical form.

**SHAPING:** Manipulating and changing the structure of matter itself.

**TELEKINESIS:** Moving objects using only the mind.

**TELEPATHY:** Communicating with others using thoughts alone.

**TELEPORTATION:** Transporting yourself and others through space (and maybe even time).

## TALENTS

### AURA PERCEPTION

**CLASSES:** Mage, Rogue or Warrior.

**REQUIREMENT:** You must have Willpower 2 or higher.

You can read the abilities of others, and disguise your true nature.

**NOVICE:** You can detect a target's aura. A successful WILLPOWER (AURA PERCEPTION) test reveals their class, level, current health and mana, as well as the value of the highest 3 abilities and the nature of their most powerful psionic talent, if any. You can also mask your own aura. You can block anyone attempting to read your aura with an opposed test using your WILLPOWER (AURA PERCEPTION).

**JOURNEYMAN:** You can manipulate your aura to present false information to someone trying to read it. If you pass a WILLPOWER (AURA PERCEPTION) test with a TN of 13 the false aura will persist for 1 hour.

**MASTER:** You can now project your aura (or a false aura that is currently active) onto another creature. If they are unwilling to accept this then they may make an opposed WILLPOWER (SELF-DISCIPLINE or AURA PERCEPTION) test to remove the effect. The false aura will move with the target and will persist for a number of minutes equal to your Willpower.

### CLAIRVOYANCE

**CLASSES:** Mage, Rogue or Warrior.

**REQUIREMENT:** You must have Willpower 2 or higher.

You can view distant events in your mind's eye.

**NOVICE:** You have the ability to sense things at some point in the distance. You become aware of the most rudimentary characteristics of a location when applying this ability. For example, the GM will give a basic description, without detail: 'a room two men' or 'a forest grove with no men present'. You must succeed in a WILLPOWER (CLAIRVOYANCE) test. The TN depends on the range and the attempt takes a Minor action. The value of the Dragon Die determines the level of accuracy and clarity.

**JOURNEYMAN:** Your abilities have developed into true clairvoyance, allowing actual remote viewing of a remote situation. Rather than the 'snapshot' that sense gives, clairvoyance allows you to observe as if you were there in person. You must succeed in a WILLPOWER (CLAIRVOYANCE) test. The TN depends on the distance to the location and the attempt takes a Major action. Once established the view can be maintained as a Minor action. The maximum duration is a number of rounds equal to your Willpower. You may choose to either see or hear the scene; attempting to do both adds +2 to the TN and takes a full round.

**MASTER:** Your abilities have extended into temporal viewing: you can now view both the past (post-cognition) and the future (pre-cognition) at a defined location. You must be able to see the location—this can be done via Clairvoyance if necessary. The primary constraint for the TN is how far

into the future or past you wish to see, with your distance from the physical location you are examining acting as a secondary constraint. The result of the Dragon Die will determine the accuracy of your vision, but note that visions of the future become rapidly more uncertain the further you attempt to see. Even when seeing into the past you will need to specify the time exactly, as your vision will only last a number of rounds equal to your Willpower + the result of the Dragon Die. The GM is free to tailor the information you receive to fit the needs of the adventure!

## SELF AWARENESS

**CLASSES:** Mage, Rogue or Warrior.

**REQUIREMENT:** You must have Willpower 2 or higher.

Your mental abilities give you exceptional control over your own body.

**NOVICE:** You can enhance your physical abilities. As a Minor action you can attempt to increase your Constitution, Dexterity or Strength by up to 3. The TN for this WILLPOWER (SELF AWARENESS) test is 7 plus double the amount of the enhancement. The enhancement lasts for a number of rounds equal to your Willpower and you can only have one active enhancement at a time.

**JOURNEYMAN:** You can regenerate injuries. With a successful TN 13 WILLPOWER (SELF AWARENESS) test you can heal 1d6 + Willpower health as a Major action.

**MASTER:** You have complete control over your body and can enter a state of suspended animation. Whilst in this state you do not need food or water, and only require minimal air. It takes a full hour to prepare to enter this state, and requires a successful TN 11 WILLPOWER (SELF AWARENESS) test. You will remain in this state for a number of days equal to your Willpower, but at the end of this time you can attempt to remain in it by passing another WILLPOWER (SELF AWARENESS) test, but with a TN of 13. This can continue for as long as you wish, the TN of the test increasing by 2 each time. You will awake if you fail the test, or at the end of the original period. You will also be awoken by an external stimulus or alarm. Once awoken you cannot re-enter suspended animation again until the passage of a number of days equal to the length of time you were in that state.

## SHAPING

**CLASSES:** Mage, Rogue or Warrior.

**REQUIREMENT:** You must have Willpower 2 or higher.

You can shape matter itself with your mind.

**NOVICE:** You can manipulate inanimate matter, shaping it to the form you desire. This requires a WILLPOWER (SHAPING) test with a TN based on the mass of material you wish to shape. This TN may be modified by your distance from the material, but will also be modified according to its hardness for example: air (-4), water (-3), sand (-2), earth (-1), wood (0), limestone (+1), stone (+2), granite (+3), steel (+4), gold (+5), diamond (+6) and so on. To shape matter into specific or artistic shapes requires a successful DEXTERITY (CRAFTING) test (or similar) with a TN appropriate to the desired design. You can also use this power to repair broken items. The ability lasts for a number of rounds equal to your Willpower, after which the material will revert to normal physical laws. Stone will therefore stay in the shape it was last in; sand will not.

**JOURNEYMAN:** Your control of the physical world has improved. You can change from one type to another. This requires a WILLPOWER (SHAPING) test with a TN based on the mass of material, modified by the hardness modifier of the hardest of the two materials. Once changed the material will react as normal: if a stone statue is turned to sand then it will collapse in a heap.

**MASTER:** You can create matter with thought alone. This requires a WILLPOWER (SHAPING) test with a TN based on the mass of material, modified by the hardness modifier. The GM may put other restrictions on creating valuable materials like gold!

## TELEKINESIS

**CLASSES:** Mage, Rogue or Warrior.

**REQUIREMENT:** You must have Willpower 2 or higher.

You can move objects with your mind alone.

**NOVICE:** You can move objects with your mind. This requires (as a Major action) a successful WILLPOWER (TELEKINESIS) test with a TN appropriate to the weight of the object being moved (the primary constraint) and its distance from you (the secondary constraint). The object moves with a maximum Speed of 10 for a number of rounds equal to your Willpower or until you cancel the effect. You only have coarse control over the object. Using telekinesis in combat or to affect a person (e.g. to trip the up) will raise the TN at least to a level that is commensurate with their size, and you must also win an opposed test—probably against their DEXTERITY (ACROBATICS) or STRENGTH (MIGHT).

**JOURNEYMAN:** You have gained finer control over objects. With this micro-kinesis you can manipulate objects from a distance as you would with your hands. This includes lock-picking, handling alchemical substances and so on. You will still have to succeed in a test using the appropriate focus for that particular task, however. Objects moved by your telekinesis now have a Speed of 10 + Willpower.

**MASTER:** You can effect the very substance of physical things. As a Major action you can increase or decrease the temperature of an object by several degrees per round for a maximum number of rounds equal to your Willpower. After the first round it takes a Minor action to sustain the effect. If you target a creature this will cause 1d6 + Willpower penetrating fire or cold damage each round. However, they can resist the damage each round, with either a WILLPOWER (SELF-DISCIPLINE or TELEKINESIS) or CONSTITUTION (STAMINA) test against your original roll. You must target the whole of an object: you could heat up an entire dagger to get someone to drop it, but would have to target the whole person to damage them (rather than just targeting their brain, for example). Note that it takes 3 rounds for this effect to ignite typical firewood.

## TELEPATHY

**CLASSES:** Mage, Rogue or Warrior.

**REQUIREMENT:** You must have Willpower 2 or higher.

You can communicate with others using only your mind.

**NOVICE:** You have a sensitivity to other minds and can detect humanoid and creatures as a Minor action with a successful WILLPOWER (TELEPATHY) test. If you have previously met an individual being detected you will recognise them. By concentrating on a single individual as a Major action you can determine their general emotional state (happy, sad, angry etc).

You are also naturally shielded from the telepathic activities of others. Any other telepath trying to detect you or communicate with you telepathically must win an opposed test of WILLPOWER (SELF-DISCIPLINE or TELEPATHY) to do so. If they fail they will not detect you, or break through your mental shields. You are always aware of such attempts, and may agree to the communication.

**JOURNEYMAN:** You have developed your talents into true telepathy. On a successful test you may communicate with any willing single individual a Free action. The communication lasts a number of rounds equal to your Willpower before you must try again. You may attempt to force commu-

nication with an unwilling subject by winning an opposed WILLPOWER (SELF-DISCIPLINE or TELEPATHY) test. This will allow you to read their surface thoughts for 1 round, before they regain control.

**MASTER:** Your mind is a fearsome weapon. As a Major action you can attack another's mind with a successful WILLPOWER (TELEPATHY) roll, opposed by the target's WILLPOWER (SELF-DISCIPLINE or TELEPATHY). Success deals 1d6 + Willpower penetrating psychic damage.

## TELEPORTATION

**CLASSES:** Mage, Rogue or Warrior.

**REQUIREMENT:** You must have Willpower 3 or higher, and the Novice degree in one other psionic talent.

You can move through space in the blink of an eye.

**NOVICE:** You can project your shadow and personality to another location as a Minor action. You must be able to see (possibly via Clairvoyance) where you wish to appear—or be familiar with it—and the space must be unoccupied or the attempt will automatically be unsuccessful. The primary constraint on the TN for the WILLPOWER (TELEPORTATION) test is the distance you wish to project. Your shade will remain at that location for a number of rounds equal to your Willpower. Whilst projected your shade can move around at a Speed of 10, can see normally and converse with others as if you were there. You cannot physically interact with them, however, or cast magic. Each round you can decide which of your actions is taken by you or your shade.

**JOURNEYMAN:** You can teleport to another location as a Minor action. You must be able to see (possibly via Clairvoyance) where you are going—or be familiar with it—and the space must be unoccupied or the attempt will automatically be unsuccessful. The primary constraint on the TN for the WILLPOWER (TELEPORTATION) test is the mass you wish to move: as this includes your own body the TN is likely to be at least 15. The distance you wish to teleport is the secondary constraint. Each additional person being teleported counts as a secondary constraint.

Any differences between the kinetic and potential energy of your start and end locations must be absorbed by your body. For each distance band above 1 mile that you teleport, you take 1d6 penetrating damage.

**MASTER:** You have mastered your teleportation ability. When teleporting additional characters you may simply add the total mass together, rather than treating each character as an additional secondary constraint. Additionally you, and your passengers, take 1d6 less damage from long range teleports.

## SPECIALIZATIONS

Four psionic specializations are given below. Whilst the names and general concepts have been borrowed from other sources, the goal is to give each class a separate specialization: psychic warrior (for the warrior class), soul knife (rogue) and wilder (mage). The psion specialization is a general specialization that can be taken by any class.

## PSION

### MAGE, ROGUE OR WARRIOR SPECIALIZATION

The psion has learned to unlock the true power of his mind. Possessed of extraordinary abilities and mental reserves the psion has integrated his mental powers into those of his class, be it mage, rogue or warrior.

### PSION TALENT

**CLASS:** Mage, Rogue or Warrior.

**REQUIREMENT:** You must have a Willpower of 2 or higher, and the novice degree in any one psionic talent.

Your discipline and control is legendary.

**NOVICE:** You have a well disciplined mind. Choose a psionic talent that you possess: this is your *psionic discipline*. You may re-roll a Willpower test that uses the psionic focus from your discipline, but must keep the result of the second roll.

**JOURNEYMAN:** Using your discipline power comes naturally. Once per day you may use (or attempt to use) one the powers granted by your discipline without spending a point of psi-strength.

**MASTER:** You can trade up to 3 points of psi-strength to gain the same amount as a bonus on a test that uses the psionic focus of your discipline. However, if you fail that test you must take 1d6 penetrating psychic damage for each point traded.

## PSYCHIC WARRIOR

### WARRIOR SPECIALIZATION

Psychic warriors use their psionic abilities to improve their natural ones. By using their internal power to augment their physical form they become fierce and deadly fighters.

### PSYCHIC WARRIOR TALENT

**CLASSES:** Warrior.

**REQUIREMENT:** You must have Willpower 2 or higher and Telekinesis (Novice) or Awareness (Novice).

Your mind is your greatest weapon.

**NOVICE:** You bring the force of your mind to bear on your enemies. You can expend 1 point of psi-strength to gain +1 to attack rolls or +1 to damage with your next melee or ranged attack.

**JOURNEYMAN:** You can channel your mental reserves in order to regain physical strength. As a Minor action you can expend a point of psi-strength to gain 1d6 Health.

**MASTER:** You can focus your mental energies into a personal shield. As a Minor action you can expend a point of psi-strength to gain an additional Armour Rating equal to your Willpower until the start of your next turn.

## SOUL KNIFE

### ROGUE SPECIALIZATION

The soul knife is never unarmed, literally using the power of his mind as a weapon. A soul knife creates his own 'mind blade' and can use it to deadly effect in combat, changing it to suit the demands of the battle.

### SOUL KNIFE TALENT

**CLASSES:** Rogue.

**REQUIREMENT:** You must have Willpower 2 or higher, and Telepathy (Novice) or Shaping (Novice).

You wield a blade made of thought itself.

**NOVICE:** As a Minor action you can form a *mind blade* from nothing but psionic energy. You can choose whether it is a light or heavy blade, and can use any relevant weapon style when wielding it. You may throw it if desired, re-forming it in your hand afterwards. Likewise, if you are disarmed you can re-form the blade as a Minor action. You can dismiss the mind blade as free action. Changing the type of weapon requires it to be dismissed and re-formed. The mind blade does psychic damage equal to a normal weapon of that type. It costs no psi-strength to create the mind blade.

**JOURNEYMAN:** Your mind is a blur of action. When using your mind blade you can perform the Dual Strike stunt for 3 SP rather than the usual 4.

## ALTERNATIVE TELEPORTATION

Teleportation is potentially the most powerful psionic ability and has been limited to some extent. However, here are two options for the Master degree in Teleportation that might be useful in your campaign.

**Planar Travel:** You can transport yourself and others to other planes. The primary constraint on the TN for the WILLPOWER (TELEPORT) test is the mass you wish to transport. However, the range is always treated as 1000 miles. You must be familiar with both the plane you want to travel to and the specific location, and must succeed in a TN 15 WILLPOWER (SELF-DISCIPLINE) test or be deposited at random point on the plane.

**Time Travel:** You can transport yourself and others through time. The primary constraint on the TN for the WILLPOWER (TELEPORT) test is the mass you wish to transport. Secondary constraints are how far into the past or future you wish to travel, and whether you want to travel to a different location at the same time. You must describe the period of time as accurately as possible relative to your current time, not relative to an event. For example, "13 days in the past" rather than "whenever the vault was broken into". The GM may allow you to make other tests (e.g. CUNNING (HISTORICAL LORE)) to make a better estimate of your destination time. You will arrive at a random time within the range you specify and must succeed in a TN 15 WILLPOWER (SELF-DISCIPLINE) test to stay on target. Otherwise you will arrive at a random time within the appropriate Time constraint row. For example, failing to concentrate when travelling 13 days into the past could put you anywhere from 1 to 30 days in the past. Travelling into the future (if the GM allows) is always risky: you will always arrive at a random (or GM determined) time within the appropriate Time constraint row.

**MASTER:** You can strike with the power of your mind. You can expend a point of *psi-strength* to do an extra 1d6 + Willpower psychic damage on your next attack with your mind blade.

## WILDER

### MAGE SPECIALIZATION

The wilder realises that in order to master his mind, he must experience all aspects of it. By channeling his emotions the wilder enhances his psionic powers.

### WILDER TALENT

**CLASSES:** Mage.

**REQUIREMENT:** You must have Willpower 2 or higher and Self Awareness (Novice) or Aura Perception (Novice).

You tap into your emotions to unleash your power.

**NOVICE:** You can bolster your native magical abilities with the power of your mind. When using your Arcane Lance you can expend a point of psi-strength to do additional damage equal to your Willpower.

**JOURNEYMAN:** You can channel your mental reserves to gain arcane strength. As a Minor action you can expend a point of psi-strength to gain 1d6 Mana Points.

**MASTER:** As a Minor action you can expend up to 3 points of psi-strength to increase the Spellpower of your next spell by the same amount.